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# REVIEWED! SOUTH PARK

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## MICRO MACHINES 64

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P54

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Introducing Nintendo's new Voice Recognition Pak!




## NIGHTMARE CREATURES

Monster-slashing blood frenzy! Gulp.




## PERFECT DARK

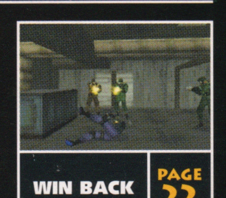
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REVIEWED!

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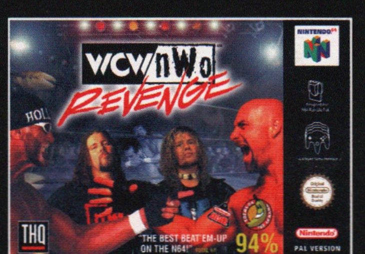
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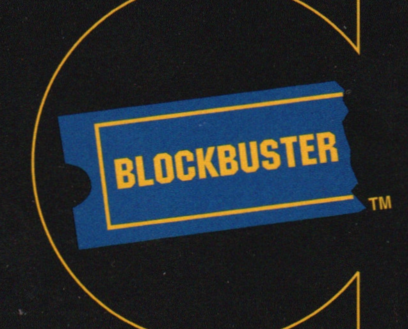








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# WELCOME TO




## At 132 pages N64 Magazine is Britain's biggest and best-selling Nintendo 64 mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

**Don't be fooled by feeble imitations!**

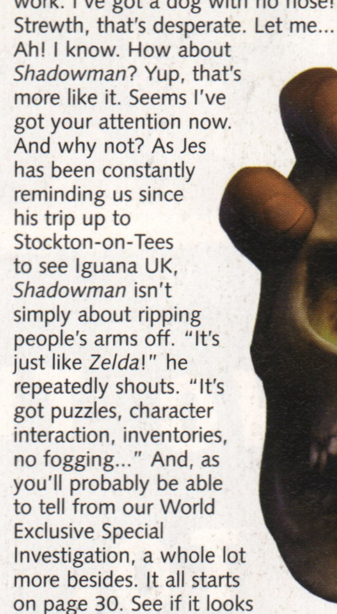
## Welcome one and... Cough...

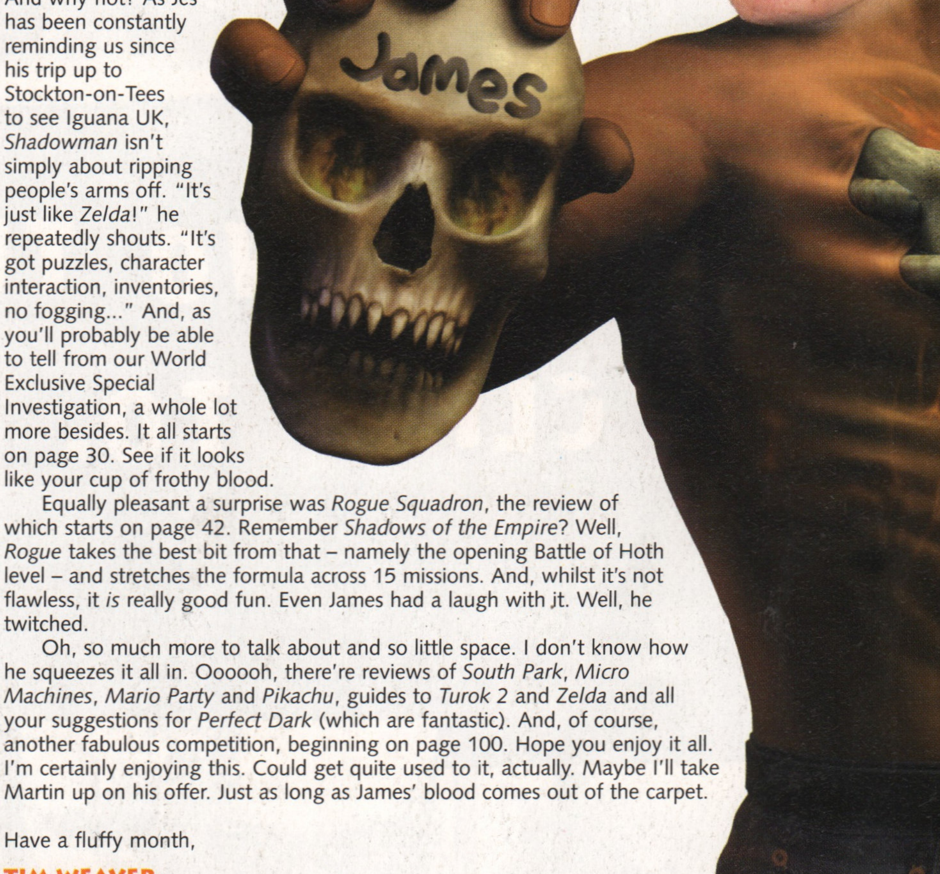
**(Cough) Right. Hello. (Splutter) Excuse me. (Cough) Got a bit of flu, this month, but I'm determined not to let that (Retch) stop me. I'll carry on (Cough) regard... (Shuffle) No, you can't. (Whisper) No. Absolutely not. (Cough) Tim, no, you *cannot* even touch-**

*Whack!*

That should take care of him for a while. Hello. Welcome to **N64**. I've taken charge now. Well, for the next 300 words, anyway. You could say I've gone against the system and come over all Steven Seagal. Grrrrr. Um, right. Let me just flex my creative muscles a sec.

Okay, that's better. Right, how does James normally start these things, then? Mmm. Something like this maybe? My mother-in-law is *soooooooo* fat she can't, erm, she... Nope, that's not going to work. I've got a dog with no nose! Strewth, that's desperate. Let me... Ah! I know. How about *Shadowman*? Yup, that's more like it. Seems I've got your attention now. And why not? As Jes has been constantly reminding us since his trip up to Stockton-on-Tees to see Iguana UK, *Shadowman* isn't simply about ripping people's arms off. "It's just like *Zelda!*" he repeatedly shouts. "It's got puzzles, character interaction, inventories, no fogging..." And, as you'll probably be able to tell from our World Exclusive Special Investigation, a whole lot more besides. It all starts on page 30. See if it looks like your cup of frothy blood.



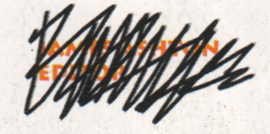



Equally pleasant a surprise was *Rogue Squadron*, the review of which starts on page 42. Remember *Shadows of the Empire*? Well, *Rogue* takes the best bit from that – namely the opening Battle of Hoth level – and stretches the formula across 15 missions. And, whilst it's not flawless, it *is* really good fun. Even James had a laugh with it. Well, he twitched.

Oh, so much more to talk about and so little space. I don't know how he squeezes it all in. Oooooh, there're reviews of *South Park*, *Micro Machines*, *Mario Party* and *Pikachu*, guides to *Turok 2* and *Zelda* and all your suggestions for *Perfect Dark* (which are fantastic). And, of course, another fabulous competition, beginning on page 100. Hope you enjoy it all. I'm certainly enjoying this. Could get quite used to it, actually. Maybe I'll take Martin up on his offer. Just as long as James' blood comes out of the carpet.

Have a fluffy month,

**TIM WEAVER**
**IDEAS ABOVE HIS STATION**



GO! GO!

SHE HAS TWO THINGS LEFT TO CLING TO. ONE IS HER



When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

**The hurricane is over, the relief effort is just beginning.**

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile. Bridges and roads have been swept aside and access to some regions is extremely difficult. Ironically, though much of the country has been flooded, there is little uncontaminated water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

**Don't let her down - please give what you can.**

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

**For Credit Card donations please call**

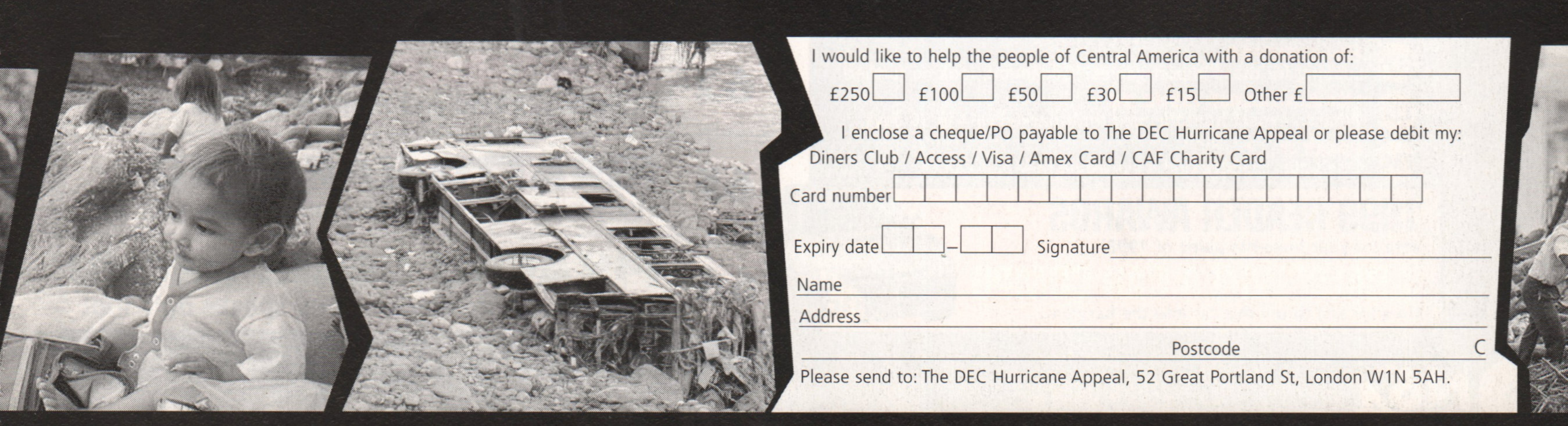
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Please send to: The DEC Hurricane Appeal, 52 Great Portland St, London W1N 5AH.

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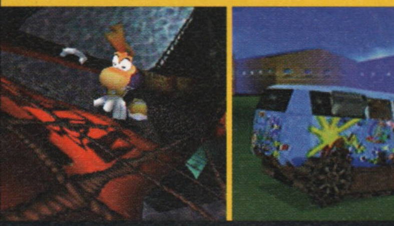
# CONTENTS

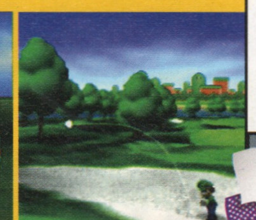
Issue 25, February 1999




Starts on page 12







## REGULARS





## N64 ARENA

UK releases, reviewed, rated... and completed!

Starts on page 40



## IMPORT ARENA

The latest Japanese and American games.

Starts on page 58



# N64 FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 8

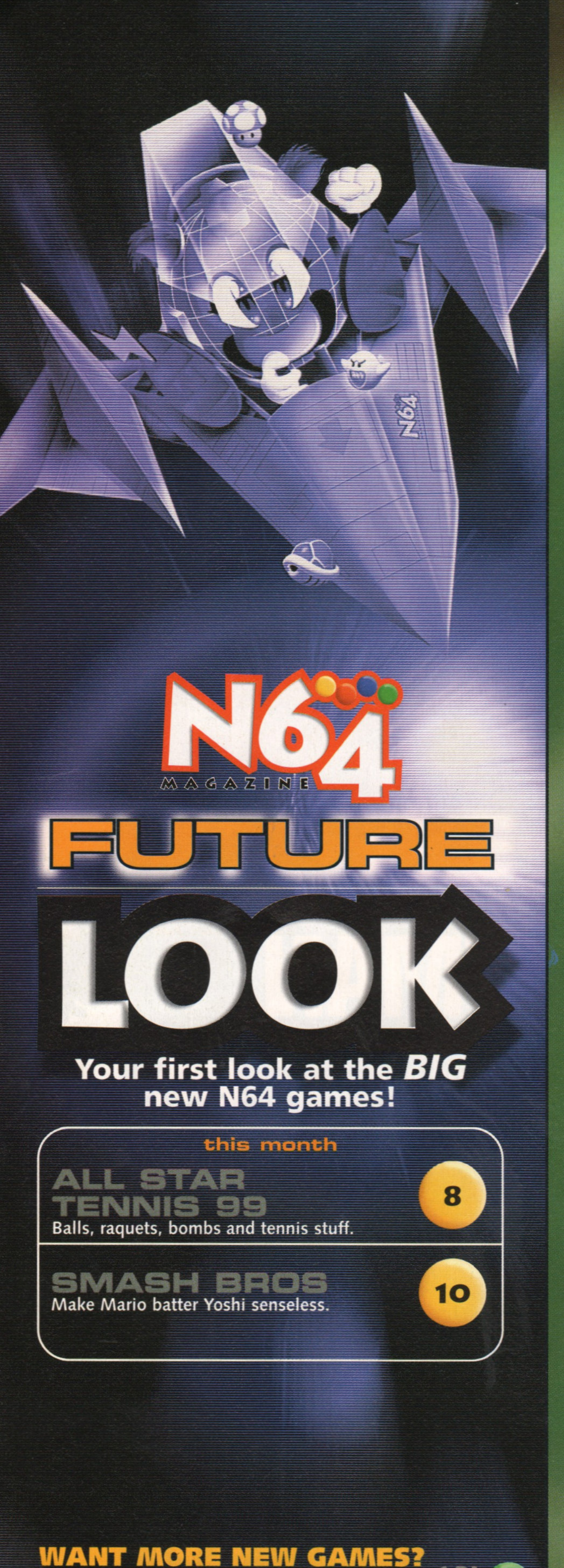






# N64 Club 64
The ultimate reader service.

Starts on page 69




Your first look at the *BIG* new N64 games!

this month



**WANT MORE NEW GAMES?**
*Check out the Coming Soon section of Planet 64 on page 16!* GO! GO!




△ *Amand Coetzer takes a graceful swing at it.*

◁ *Flip the camera around with the L and R buttons.*

*Diving on this surface only leads to skin grafts.* ▷

| All Star Tennis 99 | |
|---|---|
| UBI SOFT | |
| March | 1-4 |
| UK release March | |

# ALL STA

## smash and bomb

**Ever since *Pong* appeared more than 20 years ago, tennis has been one of the cornerstones of computer sports sims. If it's done well enough, a tennis game can be a multiplayer classic (*Super Tennis* on the SNES for example, at which Martin claims to be unbeatable).**

*All Star Tennis 99* aims to be the N64's first top class tennis game and, judging from the version we've played, it's coming along nicely. It's more of a serious simulation than our only other tennis game, *Smash/Centre Court Tennis*, since it features eight real players – Novotna, Coetzer and Martinez among the ladies, and Chang, Björkman, Krajicek, Kuerten and Philippoussis the men. However, it isn't entirely about realism as the default settings allow you to build up power points and unleash one of a number of special moves.

If teleporting balls and 200mph returns aren't your thing you can always play a more sober game, taking your chosen player on an ATP-style world tour, encompassing the satellite events and Grand Slam tournaments over eight different courts and surfaces. There are six different shots available and it's possible to add spin by adjusting the timing of your swing.

The doubles mode is particularly good fun when you've got three friends to play with, as the better player of the team can cover for the useless one. You can choose any mixture of men and women for your team, including four fictional players who bear a remarkable resemblance to certain real ones (not least Anna Kournikova and Venus Williams). There's even a secret court and an extra player as a reward for winning the Grand Slam.

We should have a review for you next month, but until then cast your eyes over these pictures and ponder... The best tennis game on the N64? Find out here. Soon.

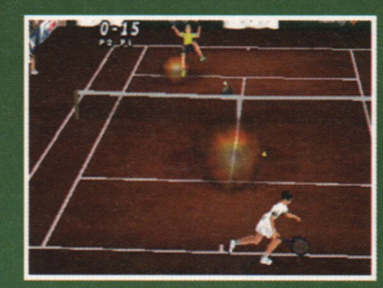
*Smash Tennis and Arcade are very similar apart from the amount of special moves allowed.*

*With the camera this high up you get a great view of the entire court, but it's a bit tricky to play.*

*Wonder if you can knock the umpire off her seat with a wayward serve?*

*You can play mixed doubles, or blokes versus lasses, if you prefer.*

# R TENNIS 99



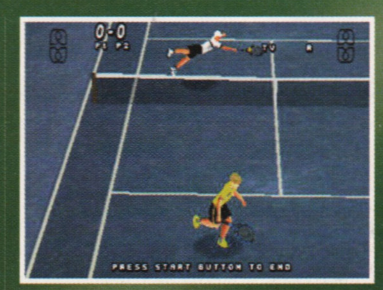

### BOMB TENNIS

*Every time the ball bounces it leaves a little fizzing bomb on the court for a few seconds – run into one and you get dumped on your polygonal backside. So not only do you have to try and play a decent game of tennis, you also have to avoid the explosives and hopefully send one your opponent's way.*



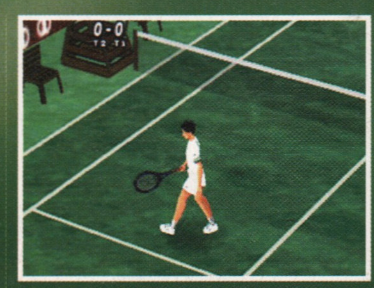

### SPECIAL MOVES

*You can turn them off if you're a tennis purist, but the special moves spice up the game no end. There's the fairly obvious flaming power shot, and the highly unusual teleport shot which beams the ball into a blue vortex on the other side of the net before spitting it out at a random angle.*




### ACTION REPLAY

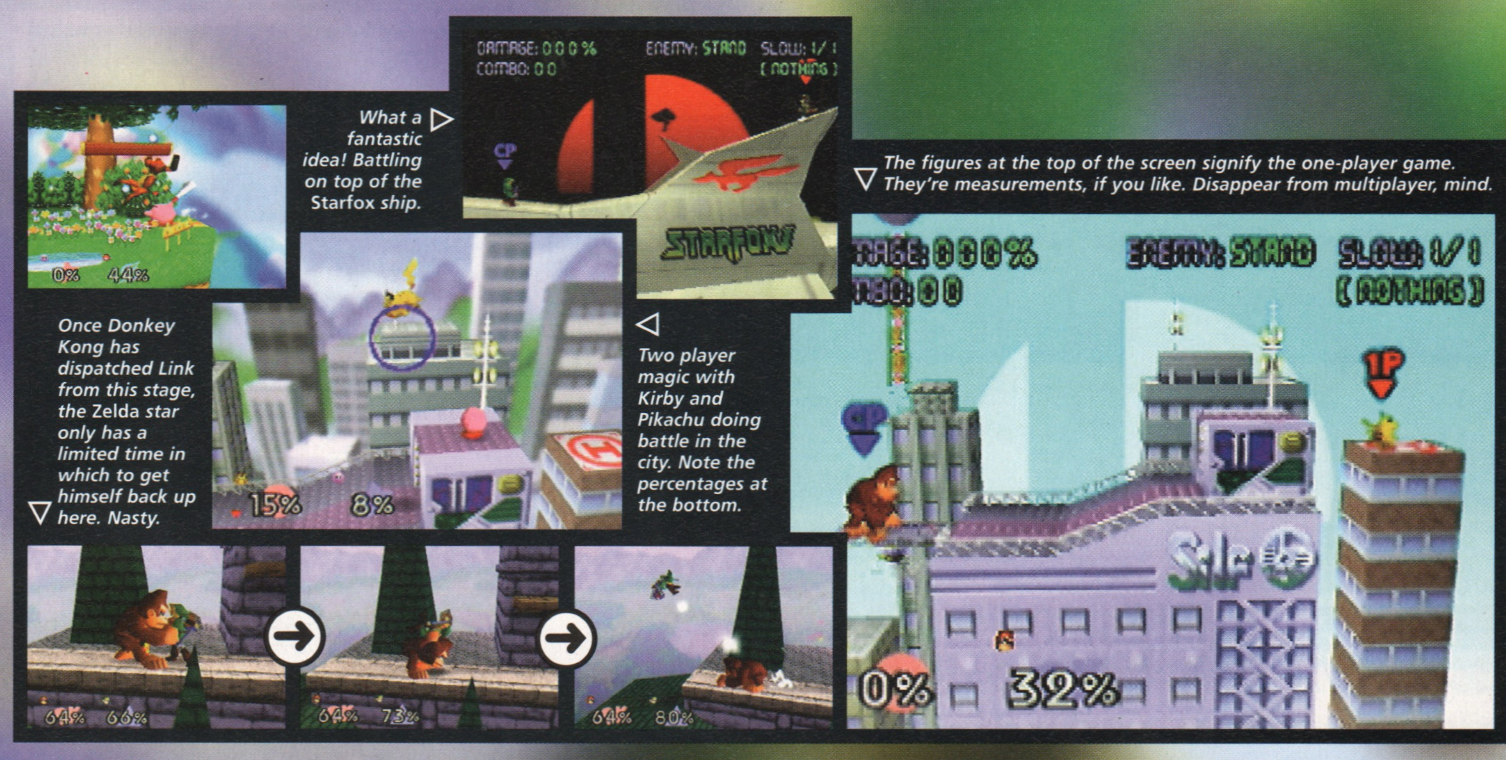
*After a decent winning shot such as a smash or a special move, or whenever there is a close line call, the game shows a slow motion replay of the action. The stop-start nature of tennis makes a replay mode relatively unobtrusive, and it certainly works very well in All Star Tennis 99. You can opt to skip it though.*




### REAL PLAYERS

*The eight players have similar attributes to their flesh and blood counterparts, such as their popularity with the crowds. For example, if you take Mark Philippoussis to his home event in Australia the crowd will cheer him. If you take Conchita Martinez to Wimbledon, the crowd make mooing noises. (Or not.)*

EVEN MORE PICTURES OF NINTENDO'S EXPLOSIVE BEAT-'EM-UP




What a fantastic idea! Battling on top of the Starfox ship.

The figures at the top of the screen signify the one-player game. They're measurements, if you like. Disappear from multiplayer, mind.

Once Donkey Kong has dispatched Link from this stage, the Zelda star only has a limited time in which to get himself back up here. Nasty.

Two player magic with Kirby and Pikachu doing battle in the city. Note the percentages at the bottom.

# SMASH




On top of the Princess' castle. This stage looks incredible.

Yoshi's stage. No time for sightseeing, mind. Yoshi's getting a right old pummelling. Oof.

Four Pikachu's do battle. Fantastic stage detail.

Donkey Kong's stage. Rumble in the Jungle, eh?

**Ah, so there *is* no end to Nintendo's skills. After revolutionising videogames *again* with the utterly majestic *Zelda 64*, they are now busy putting the finishing touches to a unique four-player beat-'em-up. *Smash Bros*, you see, has a simultaneous four-way scrap, something that's never been attempted in a fighting game before. Until now.**

Of course, another Nintendo speciality is keeping information vacuum-packed until the last possible moment, so rumours about how the game works and, in fact, what's in the game full stop, have been flying about like Kirby after a whack in the chops from Mario.

This, though, we know: there are two types of four-player mode in *Smash Bros*. One is called 'Battle Mode' and is a last-man-standing kind of scrap. Basically, you must attempt to inflict the most hits on an opponent, while trying to avoid getting a good kicking in return. At the end of a bout, your strikes-to-fall ratio (i.e. the amount of hits you've managed, against the amount of hits you took from your opponent) are added up. The winner is the character with the best overall score.

The second fist-fest is entitled 'Stock Mode' and sees each of the four combatants with a 300% score meter, from which percentage marks can be taken as you get hit. This is simpler gameplay. As




Pikachu does the business with his famed electrical charge.

Fox gets ready to rumble on Mario's patch. Doof! Thwack! Poong! Soook!

Kirby and a pretty-well-disguised Yoshi. Battling for cute honours. Yup.

Yoshi actually looks pretty big, eh? Doesn't look too interested in fighting, either. Or... is that a ploy?

Sheeeeee-yaz! Donkey Kong pounces and shows no mercy to Mazza with his monkey molesting.




Notice how far the camera comes out? To cope with the jumping around, that.

NEW PICS!

| Smash Bros | |
|---|---|
| NINTENDO | |
| 21st January | 1-4 |
| UK release Winter | |

# BROS
## bangers and smash

you take more hits, so the percentage mark goes down. The winner is the character with the highest overall percentage when the timer runs out.

The biggest news of all is that there *is* no split-screening. Four-player fights take place on the *same* screen, hence our slight confusion over how *Smash Bros* will work. In a two-player beat-'em-up, when both characters try to move to opposite ends of the arena, the confines of the 'screen' won't allow them. So, how will a four-player game work, where there're *four* separate characters trying to do battle? Presumably, fights will have to remain within the single screen unless all four characters collectively decide to manoeuvre themselves across. Maybe, though, Nintendo have got something a bit unique up their sleeves. The arenas, after all, are multi-levelled and entirely 3D so there's plenty of space to move.

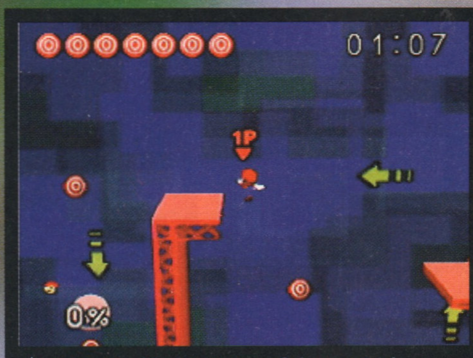
**VISUALS** ***The arenas are multi-levelled and entirely 3D, so there's plenty of space to move. And there's no split-screening.***

Each arena is littered with power-ups and pick-ups (and that's *on top* of the skills your character already possesses). Bob-ombs can be lobbed not only to blow opponents up, but also to set fire to surrounding obstacles, while the newly torched boxes can be picked up and thrown back. There'll also be Fire Flowers (last seen as a useful addition to Yoshi's inventory in *Yoshi's Story*) for help when you're needing a top up on the old health front.

There's also plenty of humour in the game. For example, when one of you turns in an 'ultimate' bout, i.e. you haven't lost any health *at all*, you can whack your bruised opponent right up to the sky, where he gets sprinkled across the night as a constellation of stars. Weird, admittedly, but the accompanying sound effects, particularly when the unfortunate recipient happens to be the high-pitched Pikachu, sound especially amusing.

Those unsure of whether they want to see passive Nintendo favourites like Donkey Kong and Mario trying to gouge each other's eyes out can rest assured that after the beating up has finished, the outro screens show all of the characters happily laughing together and, most importantly, all friends again. In fact, Nintendo are eagerly trying to suggest that the fighting is all a bit of fun, hence Fox *always* smiling, regardless of whether he's getting repeatedly kicked in the groin or not. Well, you didn't expect them to bear a grudge, did you?

At the mo, a confirmed British release date is about as likely as Yoshi decapitating Samus with an ancient sword o' hatred but, with it already out in Japan, it *must* be soon. We hope.




Strange, this. Bit sparse of that normal Nintendo detail. Could this be a bonus game, then? Look at the top left icons. Mmm.

**TO BE CONTINUED...** Watch out for a review of the Jap version of *Smash Bros* next month.

# PLANET 64

NINTENDO 64 NEWS CENTRE


N64 MAGAZINE

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**Issue 25** February 1999

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**Annual subscription UK £35.40**
**Europe £43.40**
**Rest of the World £53.40**
**Telephone 01225 822511**
**Printed in the UK**





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**Tuesday 23rd February**

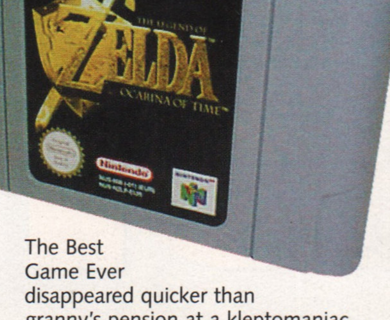
# Zelda sells

## Had trouble finding a copy of *Zelda*? Here's why...

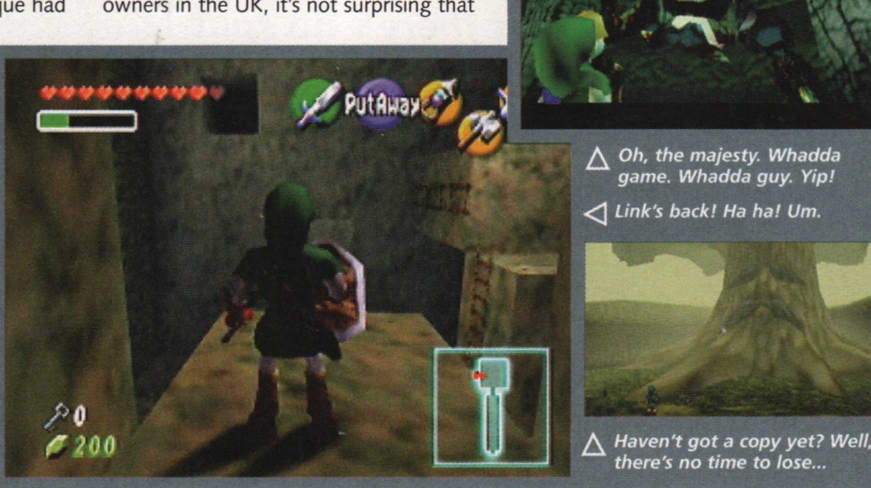
**As befits the most anticipated – and arguably the greatest – videogame ever, *The Legend of Zelda: Ocarina of Time* sold substantially more than a large amount of hot cakes over Christmas.**

In fact, it sold so well that many of you almost certainly had difficulty finding a copy – if you could get hold of one at all. Indeed, there were so many pre-orders for Shigsy's latest masterpiece that hardly any copies actually made it to the shelves on its December 11th release date. In the interests of research, Martin took his most piercing stare around the gaming emporiums of Bath, to find that establishments such as HMV and Electronics Boutique had absolutely no spare copies – and that even some people who pre-ordered the game failed to get their hands on it. The initial shipment of 100,000 cartridges sold out immediately, and an estimated total of 170,000 copies had been snapped up by a hungry public during the first nine days of being on sale. By January 1st, a whopping 250,000 copies had been bought. By comparison, *Zelda* sold close to a million – yup, *one million* – in its first week of release in America, and, thanks to Japanese gaming bible Famitsu's first-ever 40-out-of-40 score, people are buying N64s just to play *Zelda* in Japan, reviving its ailing Eastern sales considerably.

So, then, a rampaging commercial success to equal *Zelda*'s critical triumphs? Well, yes. And no. It's sold out – and has been kept from the top spot in the charts only by the world-consuming madness that is *FIFA 99* – but considering that before Christmas there were around 1.3 million N64 owners in the UK, it's not surprising that




The Best Game Ever disappeared quicker than granny's pension at a kleptomaniac convention. Many people blamed THE Games for shortages, citing that they simply underestimated how much *Zelda*




Oh, the majesty. Whadda game. Whadda guy. Yip!

Link's back! Ha ha! Um.

Haven't got a copy yet? Well, there's no time to lose...

## SHORT CUTS

### INTERPLAYING UP

Publishers Interplay, whose past form on the N64 has been limited to the, er, not-so-great *Clayfighter*, are gearing up for several imminent Nintendo-related releases – most notably for the Colour Game Boy. Three 2D-platformers (new versions of the lizardly *Gex* and old favourite *Pitfall*, plus game-of-the-film *Men In Black*) are set to appear in the next couple of months.

Also, March should see the release of *VR Pool 64*, which, from what we've seen, boasts impressive use of the analogue stick to simulate shots. Crave's game will be up for review next month, as will their other sports-related fun-fest, *Milo's Astro Lanes*.

### NEW NINTENDO HARDWARE!

The N64, you'd be right in thinking, is getting bigger and better all the time. With *Zelda* the 4Mb Expansion pak and upcoming games such as *Perfect Dark* and *Shadowman*, we've only just seen what the N64 can do. But Nintendo – oh yes – are actually working on a *new* console... Nintendo of America President Minoru Arakawa recently confirmed the news in Japanese industry newspaper Nihon Keizai Shimbun. Details are scarce, but Nintendo are tinkering with the idea of a CD based system, including DVD compatibility and a PC-style network capability, to be designed by Netscape. Interesting news, yes? But don't worry, there's plenty of life left in our black box o' joy – the new console won't be released until the year 2000 or 2001.

# out!

would sell, but the problem really lay with Nintendo's production resources – having to deal with a near-as-dammit worldwide release, and the December 18th unleashing of *Turok 2*, the big N's cartridge-manufacturing factories simply couldn't churn out enough games for everyone.

But let's put it all into perspective. There weren't enough copies to go around, sure, but *Zelda* has become the fastest selling game *ever* – a record previously held by *Tomb Raider 2*, which *Zelda* has outstripped by some 40,000 or so copies. It has, compared to other 'blockbuster' titles, sold amazingly. And, by the time you read this, with the Christmas frenzy over with, you shouldn't have too much trouble finding a copy, if you haven't yet got one. And if not, why not?




Link pauses to reflect on his game's astonishing success.

Best Game Ever™, eh? Oh yes. Better believe it. It's bleedin' luvverly.

Martin told us he didn't like the day/night feature. We killed him, naturally.

# DONKEY KONG CONFIRMED

**Brilliant, brilliant news! *Donkey Kong 64* has absolutely, definitely been confirmed by the highly-secretive Rare.**

Having called us exclusively on N64's glowing red, um, Exclusive Phone (like the Bat Phone, but better), Rare sent us a single, tantalising screenshot, and cheerfully told us that work is rattling along on *Donkey Kong 64*, and that it'll be out by the end of the year – after *Perfect Dark*. Other details are scarce, but, going on the screenshot, it seems that we'll be treated to a fully 3D version of the original *Donkey Kong Country*'s minecart racing, and that Diddy Kong will be along for the ride, too. Whether *Donkey Kong 64* (which is, we're told, a working title only) will use the same two-character system as its SNES predecessors is unclear, but it's plain that it'll be possible to use either Donkey Kong or Diddy in some way. Or, maybe, both at once. Who knows? Nobody, as yet.

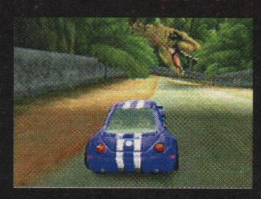
But we will, and soon(ish) – because *DK64* is going to be shown for the very first time at this year's E3 expo, held in Los Angeles, in June. Rest assured that we'll be the first to get the lowdown on it, but, until then, we'll be keeping a close eye on any further developments...

GO! GO!




## ROAD RUNNER

Just as we were finishing off this issue, we came across news of an all-new racing game from *FIFA*-funsters Electronic Arts. Called *Beetle Adventure Racing*, it features – yes – Volkswagen Beetles, and looks, visually, a lot like *Top Gear Overdrive*, although it seems it's going to play more like *San Francisco Rush*, having you racing through shopping malls, Stonehenge and volcanoes, with an emphasis on exploration and huge jumps. No release date has been confirmed, as yet, but Easter seems probable.



## SMASHING!

Top news – Nintendo's new beat-'em-up, *Smash Bros*, is apparently going to be out far sooner than we anticipated. Although not expected until winter '99, Nintendo's own website has announced a Japanese release date of – can it be true? – January 21st. January 21st! That means it'll be out by the time you read this! Crazy living! We'll have a full review next month.

## RESIDENT EVIL 64!

Yup, two seconds before we went to press, a copy of Japanese games rag, Dengeki, turned up in the office... and confirmed that *Resident Evil 64* is DEFINITELY in the works. Capcom scenario writer, Yoshiki Okamoto, relayed to Dengeki that he had just finished writing the scenario for the N64 version... which could mean the game is already under way. More next month...

# FANZINE FARM

**Tonight we're gonna party like it's 1999. Tomorrow we're gonna shoot some cows. Arrr.**




### 'NAM

A new issue of 'NAM springs forth from the most fertile soil on the farm like a breath of fresh air cutting through the ripe odour of poor Daisy's carcass. The old girl will be fertiliser soon, but 'NAM goes from strength to strength and this is probably the best issue so far. It's absolutely stashed with all sorts of excellent stuff, from retro games to science fiction, and we reckon it should be required reading for anyone thinking of producing their own fanzine. Apart from the unfavourable review of *F-Zero X*, mind. Sent Jethro into a rage, that did. Still, we forgive you.

**• Send £1.50 and an A4 s.a.e. to 'NAM Magazine, 24 Dradishaw Road, Silsden, West Yorkshire, BD20 0BH, and you'll receive a damn fine 'zine by return of post.**

### N-FORM

Another hardy perennial we've feasted on many times before is N-Form, which is now revelling in the status of Old Man of Fanzines, having reached the ripe old age of eight issues. It's more reviews-based than 'NAM but fortunately there's a nice retro flavour about it to distinguish it from the scores of 'zines devoted to reviewing only N64 games. There's a feature at the back about Nintendo's top ten innovations, which, spookily enough, must have been written at almost exactly the same time as our own James Price's one in issue 24. Great minds, and all that.

**• To get hold of your own copy of N-Form, send £1.50 to James Fry at 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND.**




### NINTENDO ZONE

We like to nurture young sprouts here on the farm, and since Daisy isn't around to water them any more it can be a laborious task. But not as laborious as making Nintendo Zone, we'll wager, as every page has been hand drawn and bashed out on a typewriter. What will happen if there's a sudden surge in demand and young Mr McKenzie has to run off 20 or 30 covers with a biro and a ruler? A sever case of writer's cramp and undying devotion from the manager of his local stationery shop. Anyway, issue one is all about *Mario Kart* past and present, okay?

**• Write to Ewan McKenzie at 82 Barnton Road, Dumfries, Scotland, DG1 4HN, enclosing £1 and an s.a.e. to get a copy of Nintendo Zone.**

**Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.**

# New Goods

## The newest of new, the goodest of goods, it's new goods. Clever, that...

### THRUSTMASTER RACEPRO STEERING WHEEL

**Thrustmaster • 01276 609955 • £70**

Martin likes this – and we quote – "because it smells of leather". The rest of us admire it also, but not quite in the same way. Sure enough, it's a sturdy little beast, complete with comfortable lap moulding, pleasantly *clicky* gear stick and heavy, but not *toooo* heavy, 'turn'. The only slight problem is the pedals which combine a very stiff brake with a loose accelerator. And they're a bit small too. Overall, though, this is one of the best steering wheels yet and it's also officially licenced by NASCAR in the States. Yawn.

**85%**

### GAMESTER G64 STEERING WHEEL

**LMP • 01992 503133 • £70**

This one smells slightly less of leather and isn't quite as good either, so it's a double blow for the newly updated G64. The positives are obvious enough, mind. It's got less clunky buttons than the Thrustmaster, a perfectly grippable wheel and a fuller and smoother turn. The compromise, though, is that it has a *heavier* turn – which makes for more difficult driving – and no mouldings for seated drivers so it's more cumbersome to control. It's also got a 'paddle' instead of a gearstick, which isn't as good. Solid, but not dazzling.

**76%**

### STING RAY 64 CONTROL PAD

**Thrustmaster • 01276 609955 • £20**

A bit of a mish-mash, this. There's good things – nice metallic colouring, a gorgeous rubber underside and some perfect shoulder buttons – and then there's bad things: a hideous, half-out, half-in D-pad, some really 'poppy' buttons and an analogue pad with a spinny top, i.e. when you try to direct it in a diagonal direction, it slips out of your grip because the top of the stick spins round. This, surprisingly, doesn't kill the pad dead, but it doesn't help matters very much in the midst of a sweat-heavy spot of *Zelda*. Not great.

**61%**

### DUKE NUKEM ACTION FIGURES

**Bandai • 01489 790944 • £Various**

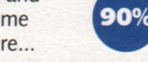
We like toys, here at N64. A lot. In fact, we wish we owned Hamley's, so we could spend all day making fart noises with those little tubs of luminous goo that you stick your fingers in. So, imagine our smiley-faced glee when these fab *Duke Nukem* figures came in.

Available for your buying pleasure, then, are two top quality versions of Duke – the armied-up Night Strike Duke (extras: Assault

## TOY QUAKE

Somewhere around these pages you'll find a review of some smashing ***Duke Nukem*** toys, which are currently festooning our desks. Well, you might be interested to know that Bandai are also about to release a spiffing range of ***Quake 2*** toys, featuring the hideous cyborg alien Stroggs. Give Bandai (01489 790944) a call if you're interested.

Rifle, machine gun, bloody knife and removable baseball cap) and normal Duke (who comes with a massive gun/back pack, machine gun, blood knife, night vision goggles and camp sailor hat) – as well as three much better enemies, Battlelord, Octabrain and the Pigcop. Octabrain is probably best – because you can open up his brain and stacks of green goo comes out – though Pigcop comes pretty close with 'puffy' bullet proof vest and HUGE pump action shotgun. Still, they're all top notch toys and, in the best tradition of the old Star Wars figures, you can lob them around the garden, or smash their heads against doors and they'll *still* come back for more...



90%

## WIN!! ZELDA COLLECTABLE ACTION FIGURES

**Project K • 0181 5081328 • £15**

These, then, aren't *quite* so good, chiefly because you can't actually *do* anything with them. Zelda's dress is one big block of plastic and you can't even move Link's legs. Gannon's slightly better, with moveable limbs and solid fighting fists but, if we were being kind (which we are), we'd have to say that these are more collectable than action-orientated, despite what the name might suggest. Still... they'll look nice enough on your mantelpiece.

So, fancy our three *Zelda* figures for yourself? 'Course you do. And you can have them, courtesy of our mates at the import-tastic Project K. All you have to do is send your name and address to us and mark up your envelope 'Toy Keane'. AND THAT'S IT. Not bad.

72%

# RETROWORLD

**with Jason Moore**

**We return to the days when digital watches were cool and Diff'rent Strokes was prime time viewing.**

**Perhaps it's just me but it seems the entire games industry is obsessed by Space. From the first ever videogame, *Space War*, to the phenomenon that was *Space Invaders*, then 8-bit classics like *Elite* and *Starglider*, right through to ground breaking N64 titles like *Starfox*, it seems Space has always been at the forefront of modern game design.**

Back in the late 70s, *Space Invaders* became the first ever cult videogame Rather than just being another arcade machine, its theme seeped into the lives of a naive public, who, despite knowing next to nothing about videogames in general, knew exactly what *Space Invaders* was about.

As a result *Space Invaders* became fashionable, the ultimate goal of any game publisher. It wasn't long before you could buy related T-shirts, sticker books, and even chocolate bars.

When it came to the home version, Atari made a spectacular success of Taito's arcade title, with the game responsible for the hefty initial sales of their Atari VCS console. Swept along on a wave of Space-related hysteria were a clutch of handhelds. Titles like Epoch's *Astro Wars* sold millions across the globe, and on the fringe of this success were hundreds of lesser known handhelds, all based on a similar theme, yet many offering better and more varied gameplay. This month we take a look at some of these examples of space exotica.

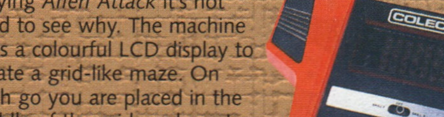
### SPACE BATTLE
**Entex**

In 1979 home gaming technology wasn't exactly capable of replicating the thrills of the arcade. *Space Battle* is a prime example. The first in a series of two player Entex tabletops, *Space War* is about as basic as it gets.

Each player is presented with just three buttons. Painted onto the screen is a grid and four opposing space ships. Pressing F1 or F2 launches a missile from the corresponding painted ship, displayed as single LED lights capable of travelling about halfway up the screen. The final button is 'launch', which, according to the manual, launches a fighter ship capable of penetrating the enemy's base. On pressing the button, a wandering LED travels up the screen towards the other player's painted ships, the idea being to use your two missile buttons to destroy incoming fighters while launching your own in return.

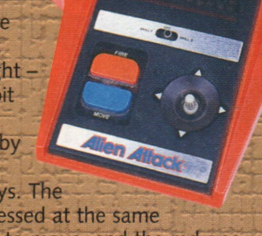
A simple concept, and one with more in common with *Pong* than *Space Invaders*. Sound is clicky and annoying, the score board flashes constantly, and in two player mode the game is often confusing as you try to work out exactly what the six or seven dots moving around the screen are all doing. Nevertheless, a stylishly designed and very rare machine.

**RETRORATING** 55%



### ALIEN ATTACK
**Coleco**

Coleco handhelds have long been amongst the most popular brands for collectors. On playing *Alien Attack* it's not hard to see why. The machine uses a colourful LCD display to create a grid-like maze. On each go you are placed in the middle of the grid, and must prepare for the alien onslaught – which is where the original bit comes in.




Movement is controlled by the joystick, but only while using two additional shift keys. The bottom blue one must be pressed at the same time as you direct the player to move, and the red one must be pressed when you want to fire, using the joystick to direct your shots.

This simple mixture of *Robotron* and *Berserk* allows for some great gameplay, with frantic use of directional fire vital in your mission to clear each level. As the game progresses the screen gets more and more hectic, sometimes with over 12 aliens on screen at the same time. The machine's retro looks and branded heritage only serve to add to a brilliantly designed handheld.

**RETRORATING** 84%

### SPACE INVADER
**Entex**

Of all handheld manufacturers, Entex were the most daring when it came to titles. By simply dropping the 's' from *Space Invaders* they were able to blatantly rip Taito off and cash in on the publicity machine. Not only that, but Entex did a pretty good job of recreating the game too. On starting you are presented with a proper four by two block of aliens which moves correctly across the six columns of the screen. Above that, the familiar UFO flies across the screen. You even get two shields to hide behind until they are destroyed by enemy fire. To be honest, there is very little I can fault the game on – it's very fast, the buttons are very responsive, and the game gets tougher with the aliens starting at a lower level as you progress through the waves. It is without doubt the best LED version of *Space Invaders* ever made.

**RETRORATING** 85%

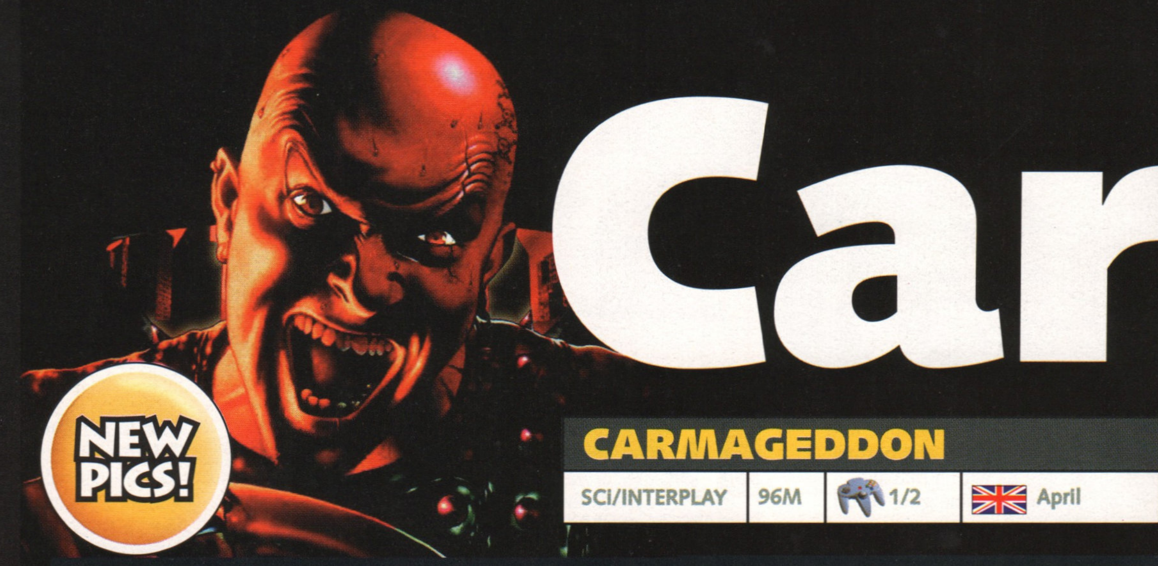
**Retrogames shop now open: 47 Church Road, Hendon, London, NW4 4EB Tel: 0181 203 8868**




## Updating you on the N64 games of the future

### This month including:






# Car

## CARMAGEDDON

| SCi/INTERPLAY | 96M | 1/2 | April |
| --- | --- | --- | --- |



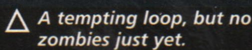


△ You'll always come off second best in a fight with a monster Beetle.

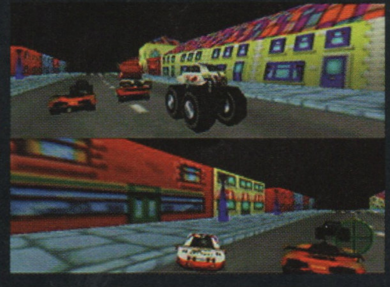
◁ A secret car? A hippie tank? It'll make for great zombie crunching anyway.

▽ Whatever vehicle you choose, the object of the game is killing.





△ A tempting loop, but no zombies just yet.





**Chances are you'll remember the controversy about *Carmageddon* from its PC days, after PR guru Max Clifford managed to whip the tabloid press into a frenzy of righteous indignation over the game's youth-corrupting violence.**

*Carmageddon* is a combat racing game where the main aim is to cause grievous injuries to everything that dares walk the streets. In the 18-certificate PC version this consisted of zimmer frame-toting grannies, young mothers with pushchairs, and plenty of cute fluffy animals. Each roadkill left a red stain on the road and a fresh headline in the popular dailies.

This being the Nintendo version, the only things you'll get to butcher are the shambling zombies from the early pre-classification original, but there will be plenty of other things to do. Well, plenty of points to be scored for mowing down the undead in interesting and innovative ways. Squish several of them at once and you earn a combo bonus. Flatten them by the dozen and you get the wholesale slaughterer's brutality award.

The game will include a total of ten vehicles, including some brand new ones exclusive to the N64 version. The cars and bikes all suffer realistic damage to the bodywork when they hit something. After a successful dangerous driving session your shiny mean machine will look like a loser from a stock car race but fortunately you can repair it and give it a general tune up between levels. Engines, body armour and upgrades can be added to turn your car into the ultimate in zombie obliterating chic (look out for the intriguingly named repulsificator). Completing the game opens up extra characters, and a new difficulty level which must be beaten before *Carmageddon* can be considered truly finished.

A battle mode is also included allowing you to face off against either a human opponent or a computer one. If *Carmageddon* proves to be a success then SCi also plan to convert the sequel, *Carpocalypse Now*. First things first, though, we hope to bring you a review of this in a couple of months' time.





# wars

## BATTLETANX

| 3DO | 64M | 1-4 | Out now | Spring |
|---|---|---|---|---|

NEW PICS!

**Shaping up nicely for a release well ahead of its originally pencilled-in summer slot in Blighty, 3DO's *Battletanx* looks like being a fine addition to the N64's multiplayer repertoire.**

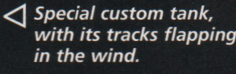
Imagine a combination of *Twisted Metal* (on the PlayStation) and the battle mode from *Mario Kart*, mix in the tank sections from *GoldenEye*, and you'll have a pretty good idea of how *Battletanx* works. Each player is colour coded for easy identification, with three types of tank to choose from – speedy motorbike-type ones, slow powerful ones, and general all-purpose ones. They all have their own specific arsenal of upgradable weaponry, ranging from flamethrowers to rail guns. One of the best is the guided missile you get to steer yourself. There's even a nuclear missile which produces an Independence Day-style blast wave, thundering through the city streets and turning buildings into shrapnel. It's more than likely to kill the person who fired it though, so it's only useful as a last resort.

Almost all the buildings and other structures found in the game can be destroyed with a bit of heavy firepower to open up secret areas and new routes through the levels. The battles are fought in post-apocalyptic versions of real American cities, albeit limited in size to minimise the time you have to spend searching for other players. The one player game plays almost exactly the same, except your opponents are computer-controlled Battle Lords fighting over a woman (they're a tad scarce in the future).

Despite the fact that the vehicles are all a touch on the heavy side, they're surprisingly sprightly when it comes to manoeuvring them through the streets. Controlling them is certainly a lot easier than handling the unwieldy *GoldenEye* tank. You can choose the standard turret view or a third-person view, which gives a slightly wider field of vision but obscures more of the screen. Look out for an import review next month.

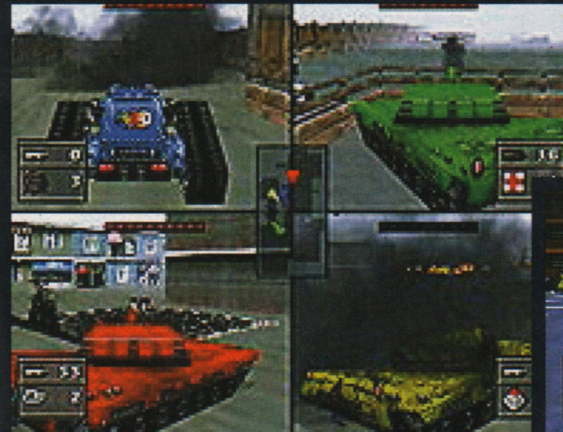
Nuking time. Expect everyone to make a mad rush for the big weapons in multiplayer.



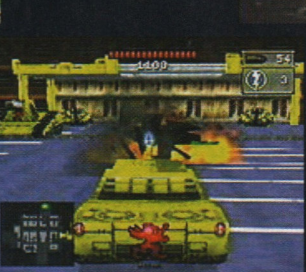


Special custom tank, with its tracks flapping in the wind.

If you're in need of a shortcut just aim a heavy weapon at a building and vaporise it.



The multiplayer mode is the best part of the game, as the one player game is a touch on the brief side.



The red splatty thing is some kind of tribal marking, not a stain.

Green tank on green tank action, somewhere in a bombed out American city. Everybody's happy.



GO! GO!



△ Whack! (Slice) Fore! Whoops, sorry Princess. It was an accident, honest.

△ Vintage Mario World backgrounds make for some of the nicest courses in the game.

Oh Luigi, we can't take you anywhere. Why didn't you go earlier? ▷




# Hack & Slash

## MARIO GOLF 64

| | | | | |
|---|---|---|---|---|
| NINTENDO | 128M | 1-4 | Japan: Summer | UK: Winter |

**Here's one that arrived just too late to make it into last month's Mario feature – a *fifth* new Mario game, and it's one that nobody expected.**

*Mario Golf 64* is – wait for it – a golf game, starring the same gang of colourful characters from *Mario Party*. Mario, Luigi, Peach, Toady, and six others hack their way around a total of six courses in what will hopefully be a typically Nintendo-ish take on what is usually a very serious type of game.

Each character will have their own playing style, and the game will feature, amongst other things, a Time Attack mode where the object is to get around the course as quickly as possible, regardless of the number of strokes taken. Novice players can select a handicap to ensure they keep up with the golfing experts. Sounds great, and if anyone can turn golf into an interesting console game, it has to be Shigsy and the gang. The *Mario Kart* of the fairways? We can't wait!

# Bowled over

From left to right, Milo Thingymajig, and a scrawny red alien. Get bowling, fellas. Yay. ▷



## MILO'S ASTRO LANES



| | | | | |
|---|---|---|---|---|
| INTERPLAY | 64M | 1-4 | USA: Out now | UK: April |




**This is, indeed, a bowling game, but not the sort of simple ten pin bowling beloved of fat blokes the world over. Oh no.**

*Milo's Astro Lanes* is set in outer space, where the average fat bloke would find the low pressure and lack of oxygen such a handicap to his performance that he might literally explode. Into little gobbets of flesh, no less. To prevent such an unfortunate mishap, the six contestants in Interplay's weird new bowling extravaganza are space-proof intergalactic folk with names such as Venusian Warbler, Ann Droid (splutter), and the star of the show, Milo Terwilliker.

The lanes are somewhat different to terrestrial ones, featuring, as they do, ramps, curves, chicanes and turbo boosts. There are even power-ups to split the ball into three, turn it into a bowling boulder, shrink your opponent's ball and so on. The game is described as a cross between bowling and crazy golf, which sounds, you know, craazzy! A review next month.




△ Milo lines up a shot using the bendy arrow and the zoom button. Ker-ching!

Using a beach ball is cheating in anyone's book. Boo, hiss etc. ▷




Only one pin left, and a mighty triumvirate of shiny balls to whack it down with. ▷

# wipEout™ 64







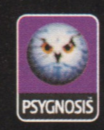






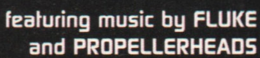
NINTENDO® 64

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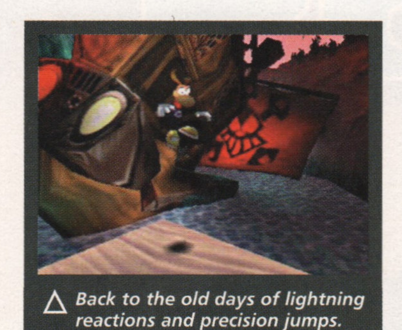




Original Nintendo Seal of Quality




# Ray charles



Back to the old days of lightning reactions and precision jumps.

## RAYMAN II THE GREAT ESCAPE

| UBI SOFT | 64M | 1 | March |
|---|---|---|---|




**Just a quick update on Ubi Soft's forthcoming platformer *Rayman II*, which will be with us very soon indeed if all goes to plan at the French softco's programming HQ in Paris.**

It's a platform game from the old school of precision jumping, and a lot closer to the original *Super Mario Bros* than its 64-bit update, despite being ostensibly in 3D. Of course all the usual next generation gubbins will be employed to make the game look bang up-to-the-minute, so you can expect cut scenes, camera changes, and some very pretty visuals to gawp at as you negotiate *Rayman II*'s disappearing platforms and nifty underwater sections.

The pace of the game is relentless, with very little time to catch your breath before being thrown into another life or death situation. The very last thing the programmers are working on is a camera system that can never be blamed for sending Ray to an early grave, and word is they're close to getting the speed and angles just right. Review soon!



Ray skips on his merry way, completely oblivious to the imminent danger.



Rayman II certainly has its fair share of bright effects.

Two feet, two hands, no limbs. Freak.




# Sticky end

## CHAMELEON TWIST 2

| SUNSOFT | 64M | 1 | Feb/March |
|---|---|---|---|

**Tongue flicks, tongue sticks. Tongue flicks, tongue sticks. Flick, stick. There's something strangely therapeutic about licking walls and adhering to the side like you've been gargling with super glue. *Chameleon Twist 2* features all the whippy-tongued action you could hope for, although we hope the finished version is a bit more interesting than our preview cart.**

The four-player licking contest, the best part of the original, was missing for starters. And the difficulty level was set frustratingly high, which is strange when you consider that the first game was aimed squarely at the younger end of the market.

Still, we'll reserve judgement until next issue because the little chameleon character is cute and sweet, and he's got a little parachute on his back (ahhhh), and his tongue is long, twisty and sticky, and... oh well.






There are plenty of timed sub-games to try your hand at when you tire of licking in the normal way. There's even a gymnastics course.

Bowling. With your tongue. Bizarre licking action abounds.

With a powered up tongue, nothing can stand in the way of our evil licking. Hahahahahaha...



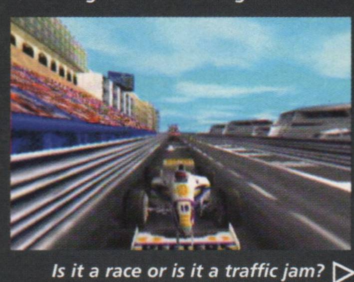





Real sponsors make their names known on the hoardings.

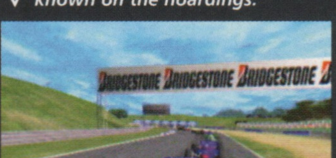
Look at the smoke trails. Observe the flying tyres. See the bodies.

Which team is that then? Strange colour markings there.



Is it a race or is it a traffic jam? Looks tasty, doesn't it?





# Sim's city

## MONACO GRAND PRIX RACING SIM 2

| UBI SOFT | 96M | 1-4 | April (US) | April (UK) |
|---|---|---|---|---|

**The first challenger to *F1 World Grand Prix*'s crown as the king of serious driving games is set to arrive some time in April, courtesy of Ubi Soft.**

*Monaco Grand Prix Racing Simulation 2* is actually an N64 sequel to a highly rated PC game, *F1 Racing Simulation*. It won't have all the official drivers, teams and tracks, as it's a tie-in with the organisers of the Monaco event rather than the FIA (the sport's governing body), but it will have a certain air of familiarity about it – 16 unlicensed tracks that look suspiciously like the real things, and generic F1 teams. H Dill, anyone?

The watchword is realism, since *Monaco Grand Prix* is intended to be as accurate a simulation of the sport as possible. The cockpit view features working instruments on the dashboard rather than *F1WGP*'s telemetry strip, so you'll have to keep an eye on all the little dials and gauges as well as the road. When it's time to make a pit stop, adjustments can be made to things like wing angles and downforce, and more fundamental changes to the gearbox and steering ratios can be made before the race. Track conditions will affect the car's handling, with bits of shrapnel from collisions liable to cause a puncture. Just like Michael Schumacher's last race in fact.

Up to four players can compete together, giving it an instant advantage over *F1WGP* which had a rather barren two-player mode. Hopefully there will be some other computer cars to race against as well.

It sounds like it could be a contender, particularly if Ubi Soft can get it running in hi-res at a decent enough frame rate, but it remains to be seen if *Monaco Grand Prix*'s lack of an official FIA blessing will spoil its chances.



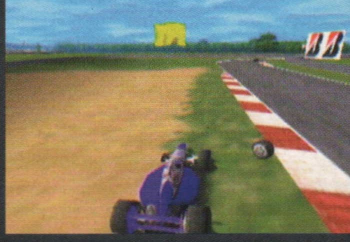

This is either a rear view or someone trying to complete the course in reverse.



Must have been a bit of oil on the track. The game includes loads of different hazards.



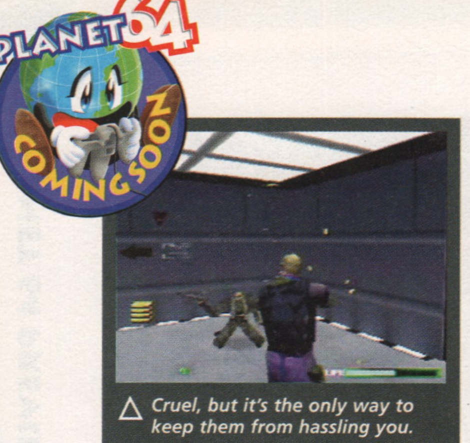
A bit bright and colourful, but it's definitely Monaco. Maybe.



The cars are more prone to damage than in F1WGP.

Recognise this track? Yes, it's Belgium! How did you guess?






Cruel, but it's the only way to keep them from hassling you.

# O-de-lay

## WIN BACK



| | | | | |
|---|---|---|---|---|
| KOEI | 128M | 1/2 | Summer | Autumn |

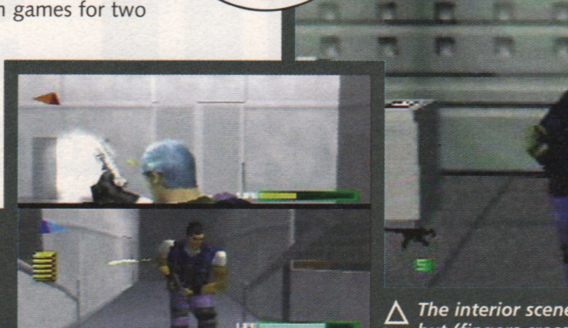
**W*in Back* has had its production deadline pushed back yet further after Nintendo decided to get involved with the project and help the game maximise its potential. The cart size is set to rise from 96M to 128M, possibly further, and we certainly expect the shrouding of fog seen in early versions to be thinned out once the Big N's code wizards get their hands on it.**

The game is all about stealthy espionage work, and the fact that it bears such a strong resemblance to Konami's much-hyped *Metal Gear Solid* is the main reason everyone's getting so excited about it. Much of the game is spent creeping around using objects for cover and avoiding being seen. When the action happens, it's explosive and brutal – one shot is enough to put most enemies down, and the same thing will happen to the game's hero, Jean-Luc Cougar, if he gets hit. Jean-Luc has a great way of hiding around corners and popping out to unleash a couple of rounds, amongst something like 400 other animation sequences.

And, as an added bonus, there's a variety of deathmatch games for two players. *Win Back* should debut in Japan this summer, with a UK version following towards Christmas.

NEW PICS!

Bang! Shoots you sir. Heh.



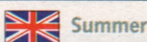
The deathmatch games are already looking terrific.

The interior scenes might look a bit bland at the moment, but (fingers crossed) Nintendo's people should sort it out.

# Snow bro




## SNOWBOARD KIDS 2

| | | | | |
|---|---|---|---|---|
| ATLUS | 64M | 1-4 | April | Summer |

**T**he sequel to Atlus' cute racer *Snowboard Kids* draws ever nearer, and the latest details leaking out from the Japanese developers include news of the storyline behind the game's wacky battling action.**

Unlike the first game, in which the boss character, Sinobin, was a relatively inoffensive boarder, *Snowboard Kids 2* features a malevolent little demon from the depths of hell who enjoys nothing better than spoiling fun-loving kids' snowboarding. Obviously he has to be stopped, so there's actually an objective to the game this time. Sort of.

It'll still have the same mixture of strange tracks, weapons and big-nosed kids that made the original so popular, except with about twice as much of everything. There are ten characters including, once you've defeated him, the little devil, and five costumes for each one so you can tell who's who if several players pick the same one in multiplayer mode. And with 17 boards to choose from, including a hidden Dragon board, there'll be a good deal more experimenting to be done with every combination.

Snowboarding? You don't need snow for that sort of thing.





Slash takes on a boss, with a new board as the prize.

Slash got some lovely new face paint for Christmas.

The new Dragon Board. With wings!



Small borders on the multiplayer game but who cares?







The only thing that'll ever wipe that grin off Goofy's face is a baseball bat.

Who knows what secrets lurk in the game. Extra characters, freaky new blocks...

Nice to know some things never change.

| MAGICAL TETRIS Starring Mickey & Donald | | | | |
|---|---|---|---|---|
| CAPCOM | 128M | 1/2 | Out now | March |

# Dis time

**Capcom's belated entry into the N64 market comes not in the form of the longed-for *Street Fighter* conversion, but as a *Tetris* variant featuring a cast of Disney characters.**

Well, four of them anyway. *Magical Tetris* features Goofy, Donald Duck, and that lovable pair of jug-eared freaks Mickey and Minnie Mouse. Apparently, when Mickey and the gang aren't being kicked around by gangs of screaming children at Disney's theme parks they like nothing better than to play a nice game of *Tetris*. Being the competitive cartoon creatures they are they have to have an element of combat in their block dropping, so *Magical Tetris* is a head-to-head battle between the cutesy ones.

The game plays just like standard *Tetris* to begin with, but racking up combo points builds up a magic meter which can be used either to wreak all manner of havoc on your opponent, or to clear some breathing space at the top of your own screen. As the blocks pile up, strange things begin to happen. Weird blocks that don't fit anywhere begin to fall, including zig-zag shapes and a giant 5x5 solid chunk o' doom. There's a story in there too, illustrated with animated characters which look identical to the ones in the SNES *Mickey Mouse* games.

PLAYED IT!

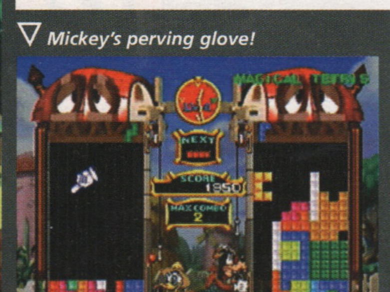
The extra blocks make for a tricky game, but you can opt to play a more traditional *Tetris* if you prefer. Although switching off all the magic functions turns your N64 into a glorified Game Boy, our first impression was that *Magical Tetris* isn't half as good as the new *Tetris DX* version for the GB Color. We'll see.

The game's already out in Japan and is due here very soon. A full review next month.

Get a job, Goofy.

Hey Don. How's it hanging? Wanna buy some moonshine?

Mickey's perving glove!





## An ear to the ground

Best mini-news this month was the announcement that PC SAS sim ***Rainbow Six*** is to come to the N64, courtesy of Red Storm. The game involves commanding a team of operatives on a series of missions where stealth is the main priority – one shot can kill, so it's essential to avoid risky gunfights. The game received a rapturous reception from most PC mags, and it's scheduled for release in the last quarter of this year.

Thoroughly unsubstantiated, the rumour mill suggests that ***Mini Racers***, a title formerly purported to be one of Rare's secret projects, is actually a Nintendo game being developed by Intermetrics. As the name suggests, it's a racing game with tiny cars, possibly in the *Micro Machines* style, with the emphasis on multiplayer battles. Nintendo are set to begin their publicity campaign at www.miniracers.com when they have more details to release, so try checking there around summer time.

The dreaded concept of edutainment reared its pre-teen head this month, with the confirmation that a series of ***Sesame Street*** titles will be heading N64-wards later this year, thanks to NewKidCo.

Moving swiftly on, Midway's American footie Star Game *NFL Blitz* is to get an update for the millennium. ***NFL Blitz 2000*** will include enhanced graphics, more teams, more stadiums, and more bone-crunching tackles. There will be an improved range of moves available, but hopefully it won't interfere with the simplicity of the original gameplay.

Not waving but drowning, Konami's third-person 3D adventure ***Survivor Day One*** has gone the way of *Robotech: Crystal Dreams*. In other words it's been shelved, and the US development team are concentrating on other projects. Early shots of the game looked a little barren, and Konami have obviously decided to cut their losses and move on. And on the same note, it now seems somewhat unlikely that Sunsoft's ***Puma Street Soccer***, which we previewed in issue 21, will ever make it to the N64. Ho hum.

But a game isn't dead until it's buried, and one of the original Ultra 64 titles, ***Top Gun***, now looks very much on again, with versions from both Titus and Microprose.







# MADE IN JAPAN

Our man in Tokyo, Max Everingham, takes on the evil of Pachinko parlours. Strange boy.

# Load of balls!

## Pinball with knobs on. Or something...

**Pachinko, as I trust you remember from my book entitled 'Righting the World's Wrongs and Why Carpet Bombing Pachinko Parlours is a Good Start' (available from all good book stores), is a Japanese pinball game. Which doesn't require any human input. At all. And should, if the world had any sense, be banned by some sort of UN convention.**

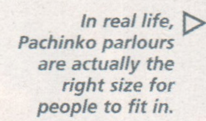
Well, anyway, Pachinko resembles a small, upright pinball table with a knob at the bottom. Experienced players will tell you that the skill of Pachinko comes with being able to expertly manipulate the knob so that all the little metal balls go the right way and fall through the holes in the table and into your basket.

And why do they say this: because that sounds far cooler than if you had to tell the truth, i.e. that you just sit there gormlessly in your carpet slippers, smoking a fag and holding the knob. Ahem.

The bizarre 'addictiveness' of Pachinko is an excellent source of entertainment, though. Not a week goes by without some absurd and faintly scandalous Pachinko-related news snippet breaking and, for your delight, I thought I'd relate one to you.

It's actually about an acquaintance of mine. Let's call him Fred. In Japan, when someone dies, it's traditional to give a sum of money to the bereaved, presented in an envelope tied with a red ribbon. So, one day Fred told his wife his old high-school friend had suddenly died and he had to attend his funeral. His sympathetic wife prepared the envelope and gave it to him, speaking fine words of support. Everything seemed to go fine, and then suddenly a week or so later, the husband told his wife that another friend had died unexpectedly and he had to go to see him off.

This continued for about six months until, on a shopping trip together, the wife was puzzled to spot one of her husband's friends who had apparently died the week before. It later turned out that none of the man's friends had expired at all, and he was taking the funeral money to a local Pachinko parlour. Imagine spending that amount of money on pinball. Now imagine spending that amount of money on an infinitely less interesting version of pinball. Shudder.



*In real life, Pachinko parlours are actually the right size for people to fit in.*



*Nice modelling of a human hand in the bottom right.*



*Pachinko: senseless. Pachinko on your N64: beyond senseless.*

*She's not wearing anything below the waist.*

# Speak Easy

**Nintendo have redesigned the microphone of their voice recognition system so that it doesn't interfere with your game. Going by the snappy name of 'Mike holder: for use with the Nintendo 64 controller' (a working title), the holder is simply a plastic grip which snaps over the controller and fits over the extension pak port. Now it's even easier to tell Pikachu to kiss your (*Cut! Must be that Pachinko lark getting him all worked up* – Ed).**



*See Max's review of Pikachu on page 66 for more details on this.*

# Monstrous!

**December 18 sees the release of *Onegai Monster*, an N64 fighting simulation featuring monsters created by readers of Famitsu magazine. Although the final number of beasts totals 500 in this *Pocket Monsters*-a-like, developers Bottom Up have included around 50 monsters taken from pencil drawings by followers of Japan's leading videogames mag. Aside from being a breeding simulation, *Onegai Monster* features an Adventure mode, where the player must complete tasks set by folk in the town. A bit of a dark horse, this, I reckon.**






NEW

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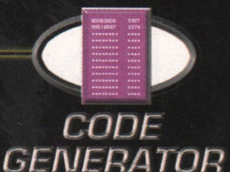
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# 1999 N64 Magazine Awards

**Your vote counts!**

## Once again, N64 Magazine prepares to honour the N64's best games, and this time we want you to do the voting for us.

**The N64's March 2nd birthday is fast-approaching and we'll be celebrating again with our second-annual N64 Magazine Awards. This time, though, we want you to do the voting for us.**

All you have to do is choose your five favourite games of 1998, complete the slip below and send it to us. The only thing to remember is that the games you choose must have been released sometime in 1998 – games like *GoldenEye* or *Diddy Kong Racing* aren't eligible, but *Banjo-Kazooie*, *ISS '98* and *WWF Warzone* are. If you're not sure when a game was first released, check in the Directory to see when we first reviewed it – anything past issue 11 is okay.

We'll be reprinting this form again next issue in case you're not quite ready to vote yet, but if you've already made up your mind fill out the form and post it off immediately. We look forward to counting your vote. And to see if we agree...

### Vote and win

As if the thrill of contributing to Britain's biggest and most important games vote wasn't enough, the first five voting slips pulled from the jumbo storage crate we store them in will WIN a game of their choice. Make sure you say on your form which cart you fancy.

## Hello there!

**These are the five games released in 1998 that I've most enjoyed playing.**

| | |
|---|---|
| Best game | And just in case I do come out of the 'hat' first, I'd like a copy of |
| 2nd | |
| 3rd | Name ........................ |
| 4th | Address ........................ |
| 5th | ........................ |
| My prediction for the best game of 1999 is... | ........................ |
| | Postcode ........................ |

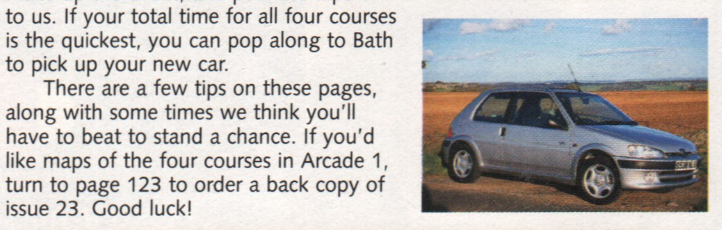
Send to: Reader Awards, N64 Magazine, 30 Monmouth St, Bath BA1 2BW.
If you don't want to cut up your magazine, send a photocopy instead.




**Play *V-Rally* and win this gleaming 106 Quiksilver special edition – it really is as simple as that. Where else other than N64 Magazine could your games-playing prowess win you a brand new set of wheels?**

Get hold of a copy of *V-Rally 99* (rent it or buy it and use the voucher on page 28 to get £5 off at Game stores) and practice the Arcade 1 race option. When you think you're good enough, video record all four of the stages that go to make up the event, and post the tape off to us. If your total time for all four courses is the quickest, you can pop along to Bath to pick up your new car.

There are a few tips on these pages, along with some times we think you'll have to beat to stand a chance. If you'd like maps of the four courses in Arcade 1, turn to page 123 to order a back copy of issue 23. Good luck!



### The Rules

- The fastest Arcade 1 time will win the competition. This time is the total time of the four races that make up Arcade 1
- No game cheats may be used. This includes the use of Action Replay cartridges, or any other device, or any other functions not normally available in the game. 'Extra Cars' are allowed.
- All entries must be video recorded over all four stages and arrive at the office by the 15th February 1999. Pictures of the time screen or incomplete recording of any of the four stages will not be accepted.
- The competition is only open to UK residents using PAL N64s and copies of *V-Rally*.
- No cash alternative to the Peugeot 106 Quiksilver is available.
- The prizewinner is responsible for their own insurance of the car and must either have a valid driving licence or nominate a third party with a licence to take possession of the car. Possession of the car will only be signed to the prizewinner, or other third-party nominated by the prizewinner, by N64 Magazine when proof of driving licence and insurance is provided. The winner is responsible for collecting the car from the offices of Future Publishing.
- In the case of a tie-break, the winner will be decided by lottery.
- The editor's decision on the validity of any entry is final.
- No employees of Future Publishing or Infogrames are eligible to enter.

# V-RALLY this £10,000 car

**COMPETITION TIMETABLE**
Here's how the competition will work, datewise.
- **15th February:** Final closing date for all entries.
- **25th March:** **N64** issue 27 prints the final results of the competition, car keys handed over to Britain's *V-Rally* champion.

## There's still plenty of time to enter our biggest competition, yet. Get rallying!








## HOW TO ENTER

**You'll have to prove your best time to us, but that's not too difficult. This is your chance to use your gaming ability to get yourself some brand new wheels.**

1) Get hold of a copy of *V-Rally 99*. Use the voucher on page 28 to save yourself £5 off the full price if you opt to buy it. You could also hire it from shops such as Blockbuster

2) Practice the Arcade 1 race. Use the tips here and in **N64**/23 to further your cause.

3) Hook up your N64 to the back of your video recorder and start recording.

4) Achieve your best time on Arcade 1 while the video's recording.

5) Re-wind your tape to the start of your recording (so we can easily check your time) and then post your tape to us (include a stamped addressed envelope if you'd like it back). Get it to the **N64** office by the 15th February 1999.

6) Wait for the 25th March. If your time is the fastest, you win the car.

## TIMES TO BEAT



**INDONESIA SS4**
***Gear ratio:*** MEDIUM
***Suspension:*** SOFT
***Suggested time to beat:*** 4:13:88

**CORSICA SS4**
***Gear ratio:*** LONG
***Suspension:*** HARD
***Suggested time to beat:*** 3:15:64

**SPAIN SS4**
***Gear ratio:*** MEDIUM
***Suspension:*** HARD
***Suggested time to beat:*** 3:43:04

**SAFARI SS4**
***Gear ratio:*** SHORT
***Suspension:*** SOFT
***Suggested time to beat:*** 3:53:20

***Suggested total time to beat:*** 15:32:32

## QUICK TIP SECRET CARS

**We think the fastest times will come from people who've used the game's secret cars. To earn the cars, you'll have to perform a specific task in the game.**

### V-Rally Ford Escort

To drive around in the game's first secret car you'll need to finish the first Arcade level.




### Toyota Celica GT-Four

One of our favourite cars in the office. To get it you must break each country's rally mode times on World and Expert mode.

### Lancia Stratos

Difficult, to say the least, but worth the effort. You need to set a new Time Trial record for EVERY TRACK, including the Expert courses.




### Lancia Delta Integrale




If you want to drive the Lancia Delta you need to break the records for every track featured in Arcade mode.

## The N64 V-RALLY 99 Championship



Hello! I hereby enter the *V-Rally* Championship with the following time:

**Name** ........................................

**Address** ........................................

........................................

........................................

**Post code** ........................................

I promise that my time was:
☐ *Achieved with the PAL edition of V-Rally on a PAL machine.*
☐ *Achieved without the aid of any cheat devices or codes (though retrying with the aid of credits is perfectly acceptable).*

*Use a photocopy if you don't want to cut up your copy of **N64** Magazine, and enclose a suitably sized stamped addressed envelope if you want your video back.*

PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

# GAME Top 10 Official UK N64 chart

| Pos | Title | Publisher | Released | Movement | N64 review |
|---|---|---|---|---|---|
| 1 | The Legend of Zelda | Nintendo | 12/98 | Non-mover | Issue 24 98% |
| 2 | Turok 2: Seeds of Evil (NEW!) | Acclaim | 12/98 | New entry | Issue 21 95% |
| 3 | 1080° Snowboarding | Nintendo | 10/98 | Non-mover | Issue 21 89% |
| 4 | F1 World Grand Prix | Nintendo | 9/98 | Non-mover | Issue 20 93% |
| 5 | Banjo-Kazooie | Rare/Nintendo | Released: 7/98 | Last month's chart position – 7 | Issue 18 92% |
| 6 | V-Rally '99 (NEW!) | Infogrames | Released: 12/98 | New entry | Issue 22 90% |
| 7 | F-Zero X | Nintendo | Released: 10/98 | Last month's chart position – 5 | Issue 20 91% |
| 8 | WCW/NWO Revenge | T•HQ | Released: 12/98 | Last month's chart position – 2 | Issue 22 75% |
| 9 | Top Gear OverDrive (NEW!) | Nintendo | Released: 12/98 | New entry | Issue 24 79% |
| 10 | Body Harvest | Gremlin | Released: 11/98 | Last month's chart position – 6 | Issue 22 91% |

## Top 5 Import chart

Source: Skill Academy

| Pos | Title | Publisher • Genre | N64 review |
|---|---|---|---|
| 1 | The Legend of Zelda 64 | Nintendo • RPG/ACT | Issue 24 – 97% |
| 2 | Turok 2: Seeds of Evil | Acclaim • ACT | Issue 21 – 95% |
| 3 | South Park | Acclaim • ACT | Issue 24 – 73% |
| 4 | Rogue Squadron | Nintendo • ACT | Issue 25 – 85% |
| 5 | Body Harvest | Gremlin • ACT | Issue 22 – 91% |

## N64 5 Most played / 5 Most wanted — Readers 5 Most played / 5 Most wanted

| | N64 5 Most played | N64 5 Most wanted | | Readers 5 Most played | Readers 5 Most wanted |
|---|---|---|---|---|---|
| 1 | Zelda 64 — Nintendo, ACT/RPG — Issue 24 • 98% | Perfect Dark — Rare/Nintendo, ACT — UK: Early '99, USA: Early '99 | 1 | Legend of Zelda — Nintendo, ACT/RPG — Issue 25 98% | Perfect Dark — Rare/Nintendo, ACT — UK: August, USA: August |
| 2 | Rogue Squadron — Nintendo, ACT — Issue 25 • 85% | Shadowman — Acclaim, ACT — UK: April, US: April | 2 | Turok 2 — Acclaim, ACT — Issue 21 95% | Shadowman — Acclaim, ACT — UK: May, USA: May |
| 3 | Turok 2 — Acclaim, ACT — Issue 21 • 95% | Smash Bros — Nintendo, FGT — JPN: TBA, UK: TBA | 3 | GoldenEye 007 — Rare/Nintendo, ACT — Issue 9 94% | Banjo-Tooie — Rare/Nintendo, ACT — UK: TBA, USA: TBA |
| 4 | South Park — Acclaim, ACT — Issue 25 • 73% | Jet Force Gemini — Rare/Nintendo, ACT — UK: March, USA: March | 4 | Banjo-Kazooie — Rare, ACT — Issue 18 92% | Duke Nukem: Zero Hour — GT, ACT — UK: April, USA: April |
| 5 | Body Harvest — Gremlin, ACT — Issue 22 • 91% | Duke Nukem — GT, SHT — UK: March '99, USA: March '99 | 5 | F1 World GP — Nintendo, RAC — Issue 20 93% | Jet Force Gemini — Rare, ACT — UK: March, USA: March |



# ULTRA RELEASE LIST

## The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

| Game name | Publisher | Type | Country |
|---|---|---|---|
| **January 1999** | | | |
| Doraemon 2 | Epoch | ACT | JPN |
| Goemon 2 | Konami | ACT | UK |
| Fox Sports College Hoops 99 | Fox Sports | SPT | US |
| Golden Nugget | Crave | ACT | US |
| Harvest Moon | Pack-N-Soft | RPG | JPN |
| Legend of the River King | Natsume | SPT | JPN |
| Magical Disney Tetris | Capcom | PUZ | UK |
| Micro Machines V3 | Codemasters | RAC | UK |
| Ogre Battle 3 | Quest | SLG | JPN |
| Pikachu Genki Dechu | Nintendo | ETC | JPN |
| Rogue Squadron | LucasArts | ACT | UK |
| South Park | Acclaim | ACT | UK |
| Twisted Edge Snowboarding | Nintendo | SPT | UK |
| Wipeout 64 | Psygnosis | RAC | UK |
| Zool | Imagineer | RPG | JPN |
| **February 99** | | | |
| Battletanx | 3DO | RAC | UK |
| Chameleon Twist 2 | Sunsoft | ACT | UK |
| Earthworm Jim 3D | Interplay | ACT | UK |
| Milo's Astro Lanes | Crave | ACT | US |
| Roadsters '99 | Titus | RAC | UK |
| Snowboard Kids 2 | Atlus | RAC | JPN |
| Superman | Titus | ACT | UK |
| Winback | Koei | ACT | JPN |
| **March 99** | | | |
| All Star Tennis | Ubi Soft | SPT | UK |
| Castlevania 64 | Konami | ACT | ALL |
| Carmageddon 2 | Interplay | ACT | UK |
| Duke Nukem: Zero Hour | GT | ACT | US/UK |
| FIFA '99 | EA | SPT | UK |
| Jet Force Gemini | Rare | ACT | UK |
| Rayman 2 | Ubi Soft | ACT | US |
| Tonic Trouble | Ubi Soft | ACT | US/UK |
| Vigilante 8 | Activision | ACT | US |
| World League Soccer '99 | Eidos | SPT | UK |
| **April 99** | | | |
| Hybrid Heaven | Konami | ACT | UK |
| Monaco Grand Prix | Ubi Soft | RAC | UK |
| Shadowman | Acclaim | ACT | US/UK |
| Snowboard Kids 2 | Atlus | RAC | UK |
| WWF Attitude | Acclaim | ACT | US/UK |
| **1999/TBA** | | | |
| 1080° Snowboarding 2 | Nintendo | RAC | US |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| 40 Winks | GT | ACT | UK |
| Aeon Flux | GT | ACT | US |
| Art of Fighting Twin 2 | Culture Brain | FGT | JPN |
| Assault | Midway | ACT | US |
| Asteroids | Crave | ACT | US |
| Attack! | Midway | ACT | US |
| Battlezone | Crave | ACT | US |
| Banjo-Tooie | Rare | ACT | US/UK |
| Blues Brothers 2000 | Titus | ACT | UK |
| California Speed | Midway | RAC | US |
| Castlevania 64 | Konami | ACT | ALL |
| Charlie Blast's Territory | Kemco | PUZ | US |
| Command and Conquer | EA | STG | US |
| Contra 64 | Konami | SHT | JPN |
| Daikatana | Ion Storm | SHT | US |
| Destruction Derby | Psygnosis | RAC | UK |
| Donkey Kong World | Rare | ACT | US/UK |
| Dragonstorm | TBA | RPG | US/UK |
| Duck Dodgers/3rd Dementia | Infogrames | ACT | US/UK |
| Exhumed 64 | Crave | SHT | US |
| F-18 Super Hornet | Titus | SIM | US |
| Fisherman Bass Hunter 64 | Take 2 | SPT | US |
| Flights of the UN | Video Sys. | SHT | JPN |
| Half Life | Sierra | SHT | US |
| Harrier Strike Force | Video System | SIM | US |
| Hercules: Legendary Journeys | Titus | ACT | US |
| Hype: The Time Quest | Ubi Soft | ACT | UK |
| Gex: Deep Cover Gecko | GT | RAC | UK |
| GT World Tour | Boss Games | RAC | UK |
| Jest | Infogrames | ACT | UK |
| Jeff Gordon Racing | ASC Games | RAC | US |
| Jikkyou Golf Tournament '98 | Konami | SPT | JPN |
| Jungle Bots | Titus | ACT | US |
| Jungle Emperor Leo | Nintendo | RPG | JPN |
| Legion X | Hudson | ACT | JPN |
| Loderunner 64 | Bandai | ACT | JPN |
| Looney Toons Space Race | Infogrames | RAC | US/UK |
| Magic Flute | Sunsoft | ACT | JPN |
| Mario Golf | Nintendo | SPT | JPN |
| Mission: Impossible 2 | Infogrames | ACT | UK |
| Mother 3 | Nintendo | RPG | JPN |
| Mud Monsters 4x4 | Take 2 | RAC | UK |
| Need for Speed 64 | EA | RAC | US |
| Neon Genesis Evangelion | Bandai | FGT | JPN |
| NFL Blitz '99 | Midway | SPT | US |
| Nuclear Strike | T•HQ | SHT | US |
| O.D.T. | Psygnosis | RPG | UK |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| Onegai Monsters | Bottom Up | – | JPN |
| Perfect Dark | Rare | SHT | US/UK |
| Picture Maker 64DD | Nintendo | ETC | JPN |
| Pokemon Snap | Nintendo | ETC | JPN |
| Polygon Maker 64DD | Nintendo | ETC | JPN |
| Powerslide | Emergent | RAC | US |
| Puma Street Soccer | Sunsoft | SPT | JPN/UK |
| Quake II | Activision | SHT | US/UK |
| Rainbow Six | Red Storm | ACT | UK |
| Rat Attack | Mindscape | ACT | UK |
| Rev Limit | Seta | RAC | JPN |
| Re-Volt | Acclaim | RAC | UK |
| Road Rash 64 | T•HQ | RAC | US |
| Robotech: Crystal Dreams | Capcom | ACT | US/UK |
| Ronaldo Soccer | Infogrames | SPT | UK |
| Rugrats | T•HQ | ACT | US |
| Shadowgate | Kemco | RPG | US |
| Sim City 2000 | Infogrames | SLG | UK |
| Sim City 64DD | Nintendo | SLG | JPN |
| Sim Copter 64 | Maxis | SIM | US |
| Smash Brothers | Nintendo | ACT | JPN |
| Snow Speeder | Imagineer | SPT | JPN |
| Spooky | ICE | ACT | US/UK |
| StarCraft | Nintendo | SLG | US |
| Star Wars: The Phantom Menace | Nintendo | ACT | US |
| Super Mario 64 2 | Nintendo | ACT | ALL |
| Super Mario RPG 2 | Nintendo | RPG | ALL |
| Tazmanian Express | Infogrames | ACT | UK |
| Thornado | Factor 5 | SHT | US |
| Top Gear Rally 64DD | Kemco | RAC | ALL |
| Toe Jam and Earl | GT | ACT | UK/US |
| Twelve Tales: Conker 64 | Nintendo | ACT | UK/US |
| Unreal | GT | SHT | US |
| VR Pool | Crave | SPT | US |
| WCW Game | EA | ACT | US |
| Wild Metal Country | DMA | ACT | UK |
| Xena: Warrior Princess | Titus | – | US |

*working title only

### KEY

| | | | |
|---|---|---|---|
| ACT | ACTION | RPG | ROLE PLAYING GAME |
| FGT | FIGHTING GAME | SPT | SPORT |
| STG | STRATEGY | TAB | BOARD GAME |
| SHT | SHOOT-'EM-UP | SIM | SIMULATION |
| RAC | RACING | ETC | MISCELLANEOUS |

cut and send

# VOTE!

## PLANET 64 INFORMATION station

### Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

*And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.*

**LAST MONTH'S WINNER**
Tony Stewart from Stroud wins a copy of Turok 2: Seeds of Evil!

| My five most played games are: | My five most wanted games are: |
|---|---|
| | |
| | |
| | |
| | |
| | |

Name ..............................

Address ..............................

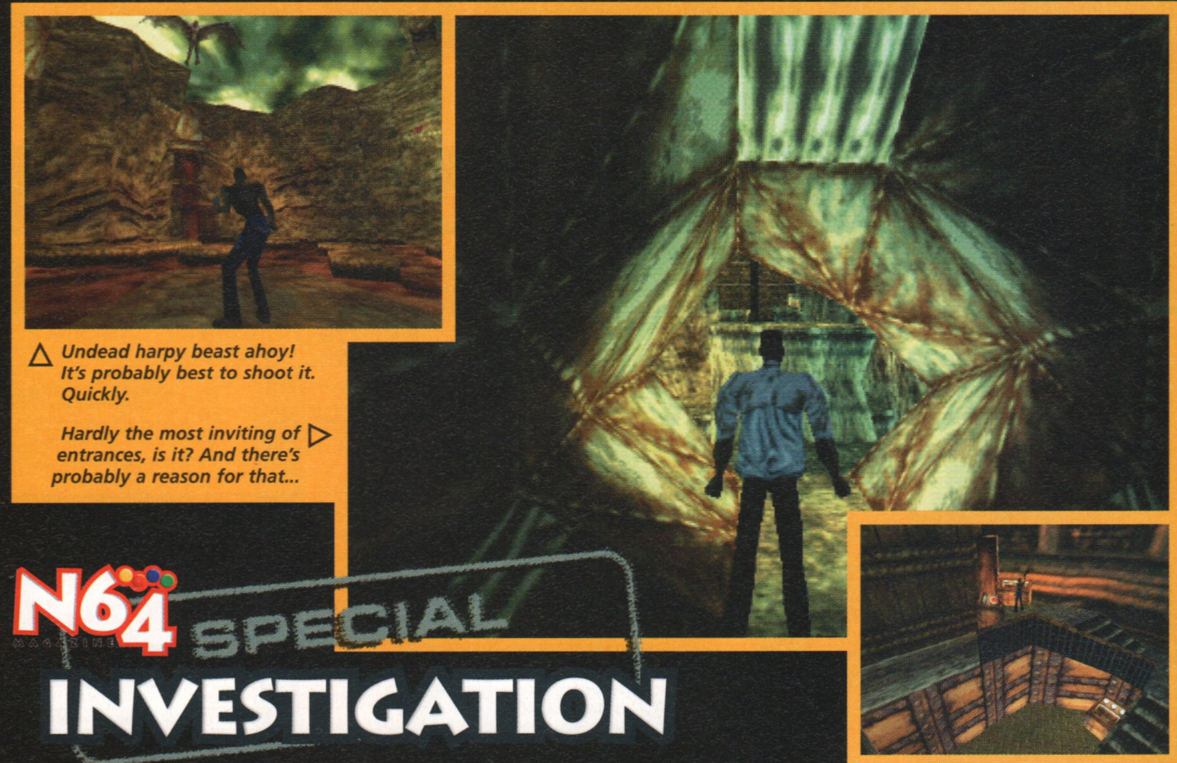
..............................

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Postcode ..............................

Game wanted ..............................



Undead harpy beast ahoy! It's probably best to shoot it. Quickly.

Hardly the most inviting of entrances, is it? And there's probably a reason for that...

N64 SPECIAL INVESTIGATION

## Prepare to go deeper and darker than you've ever been before...

# Shado

## COME INTO MY PARLOUR...

**Hurriedly secreting the small, barbed and blood-flecked knives he was playing with, Jason Falcus – Iguana UK's Director of Product Development – invited us into his shadowy inner sanctum and put the kettle on. Him speak now...**

**N64:** *Shadowman* has already gained a reputation for some rather gory content – can you give us an example?

**JF:** *Well, there's plenty of juicy bits to choose from, but one of the nastier examples – and one of my favourites – can be found in the Prison level. All of the inmates have been possessed by the serial killer that's holed up there. He's killed them, reanimated them, and booby trapped them... so they're a bit like zombies, but when you go near them, their heads explode!*

**N64:** Sounds great. But has the rather dark and disturbing nature of *Shadowman* presented any censorship problems? How have Nintendo reacted?

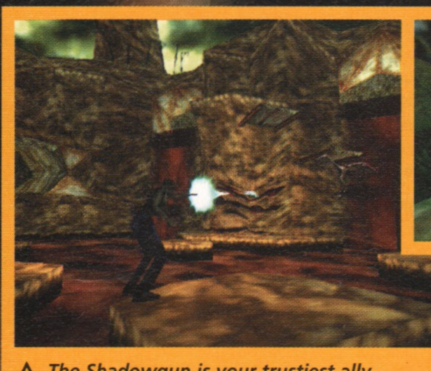
**JF:** *Well, we were obviously a little worried, and concerned about it, but we spoke to Nintendo, and they were great. They thought that Shadowman's not doing anything in particular that games like Doom 64 haven't done already. They don't seem to be concerned about it, and I think that they want to widen the market, and open it up to the more mature player, and they see Shadowman as a game that can help do that. They've been really supportive.*

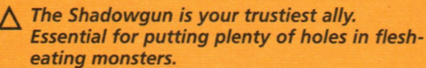
**N64:** Considering the content, though, do you think that the game is going to get a rating?

**JF:** *Yes – I think that we're looking at something like a 15, which is fair. But we're not aiming for something that's gory, or gratuitous, for the sake of it, but rather psychological horror. There's going to be plenty of blood, and guts, and some quite sick sights, but it's mostly going to be suggested, rather than visual and*



"Morning. Oh, there's no-one here. Poot."





△ *The Shadowgun is your trustiest ally. Essential for putting plenty of holes in flesh-eating monsters.*

▽ *Shadowman can hold – and use – an object in both hands, which is a great idea.*






**Shadowman**
ACCLAIM/IGUANA UK
May '98 | 1
US release May '98




*explicit. There is, of course, a fair amount of killing involved, but it's not the main aim of the game. There's a very strong plot to follow, and the whole idea of being part of an adventure is a big part of the game. Rather than just out-and-out gore and killing, the emphasis is on atmosphere.*

**N64:** Were there any specific films or books that contributed to the look and style of *Shadowman*?

**JF:** *Well, Guy (Miller, Shadowman's Creative Director) took a lot of influences from films such as Hellraiser, Jacob's Ladder, Seven and Silence of the Lambs, as well as a lot of old paintings by artists such as Breughel, and loads of other stuff. He did, of course, take the basic concept for the game from the comic of Shadowman, but then took all those influences and expanded the game from there. In fact, the plot and the devices that we've used in the game – the whole thing about the Asylum, the serial killers, and so on – is going to be incorporated into the comic. They didn't delve into the Deadside stuff much before, so it's a real treat to see the guys that make the comic so impressed with our story.*

**N64:** How much of our spare time can we expect *Shadowman* to eat up?

**JF:** *I think it'll easily compete with the likes of Zelda. We played through one of the levels the other day, and it took us the best part of an hour to find every item on that level, and that's with having all the abilities and equipment to go in every area within that level. Whereas, realistically, the first time you encounter it, you're probably only going to find a third of the things you need, and then, later on in the game, you'll gain new abilities and be able to come back, access new areas, find some more things, and so on. So, by the time*

GO! GO! ▷

# SLICING, DICING, ENTICING!

As you'd expect from a game that's going to be released by Acclaim, *Shadowman* sports a range of unusual and entertaining items of dismemberment, all drenched in a voodoo marinade and left to simmer over a fire of tormented souls. Or something. They're bleedin' great, anyway. Here's what you can expect from them...

## VOODOO WEAPONS

*This eclectic and electric selection of flesh rippers can only be used by Mike Leroi when he's Shadowman, and are thus mainly Deadside-specific. Which is just as well, considering the hordes of undead monstrosities that populate the spirit world.*

## FLAMBEAU

*Ostensibly a torch – and thus handy for lighting your way through dark passages (of which there are many) – the Flambeau also doubles up as a weapon for throwing otherworldy balls of fire.*

## SHADOWGUN

*Shadowman's Deadside version of Mike LeRoi's Desert Eagle pistol, the eldritch, blue-neon-fire shooting Shadowgun can steal life energy (and dark souls) from an enemy.*

## BATON

*A monster-slicingly sharp voodoo spear, the Baton's second use is a teleportation device. By planting the shaft into special podiums, Shadowman can warp to different locations.*

## MARTEAU

*For what appears to be the lower jawbone of some bovine animal, the Marteau certainly has some unusual, not to say deadly, effects... smashing it onto the ground will produce huge enemy-ruining shockwaves. And you can use it to beat voodoo drums...*

## ASSON

*The Asson, splendidly and disturbingly, is a fireball-based attack that sends a shrieking, disembodied skull hurtling towards an enemy, wreathed in deathly energy.*

## CALABASH

*Possibly one of the most over-the-top bomb-type weapons we've ever seen. Set it on the ground, run like hell while the short fuse burns, and marvel at the Fusion Cannon-style explosion with glee. Certain areas, marked with a specific inscription, can be destroyed by the Calabash to access vast new areas.*

## VIOLATOR

*This mini gun/nail gun combination fits snugly over Shadowman's hand, a bit like Barret from Final Fantasy VII but ten times more impressive. The triple-bladed muzzle rotates at ever-increasing speeds, shredding an enemy in seconds. Comes complete with terrifyingly realistic ricochet/flesh tearing sound.*

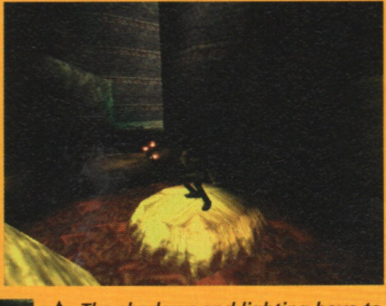
**LITERARY ORIGINS**
*Shadowman*, like *Turok* before it, is based on an Acclaim Comic. Creative Director Guy Williams and Senior Designer Simon Phipps took the basic story of the comic – revolving around Mike LeRoi and his Shadowman alter-ego – and then wrote their own story around it. The first six issues, written by Garh Ennis (of Preacher and Hellraiser fame, comic fans) were the main influence. The original idea for the game which was completely unrelated to the comic, was called Malice, and featured a Demon Hunter. We can reveal to you that the sequel to *Shadowman* – yes, sequel – may well use elements of this, and that there may be "something strange" in *Shadowman* to lead into it...

**EXPANSION!**
Great news! *Shadowman* is definitely going to use the 4Mb Expansion pak that's made *Turok 2* look like a 3DFX PC game. At the moment, though, the N64 version can't run without it – but the final version, Iguana promise, will look ace, and the high-res option will make it look practically identical to the PC version. What's incredible, though, is that *Shadowman* is going to be a 128M-bit cartridge – consider that *Turok 2* and *Zelda* are 256M-bit carts, and that *Shadowman* contains approximately as much gameplay as either, and, we think you'll agree, it's quite a feat.

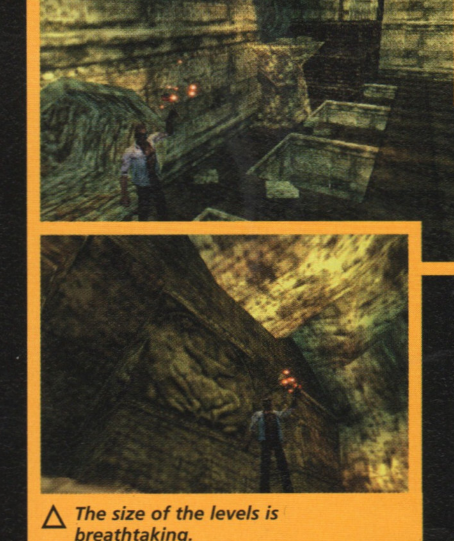
*you've gone back and forth through all the 16 levels, with all the day/night/ Liveside/Deadside possibilities, there's definitely going to be around 50-60 hours of gameplay in there. They're all huge levels, too.*

**N64:** And they're very non-linear levels too – it's like you can go anywhere and do anything, and simply enjoy exploring.

**JF:** *I think that the ultimate games are like that, rather than just being guided through a linear plot. It boils down to allowing the user to make their own decisions about what to do next, and, by having that non-linearity, making them feel like they're in charge of their own destiny within the game. You don't hand everything to the player on a plate, and it caters for the more mature player. It works really well.*



△ The shadows and lighting have to be seen to be believed.



◁ Hmm. What to do here, then? Puzzles abound in Shadowman.

△ The size of the levels is breathtaking.

**N64:** And you've created *Shadowman* from scratch, resisting the temptation to bolt your own game onto somebody else's engine. How difficult was that?

**JF:** *It's taken time. That's one of the main things we've been working on over the last two years. We wanted to make an engine that allowed you to see to the horizon, to walk to a building on the horizon, enter it seamlessly, with no fogging, and to generally give the user the impression that they're inside a limitless world – that they can do anything. The engine was built on the PC, but it was always designed so that it could work on the N64. And we're really pleased with it. Apart from having to change all the speech to text – because of memory restrictions – the conversion's going to be so close that you'll hardly be able to tell the difference.*

**N64:** There's an FBI casebook that you can use within the game – how does that work, then?

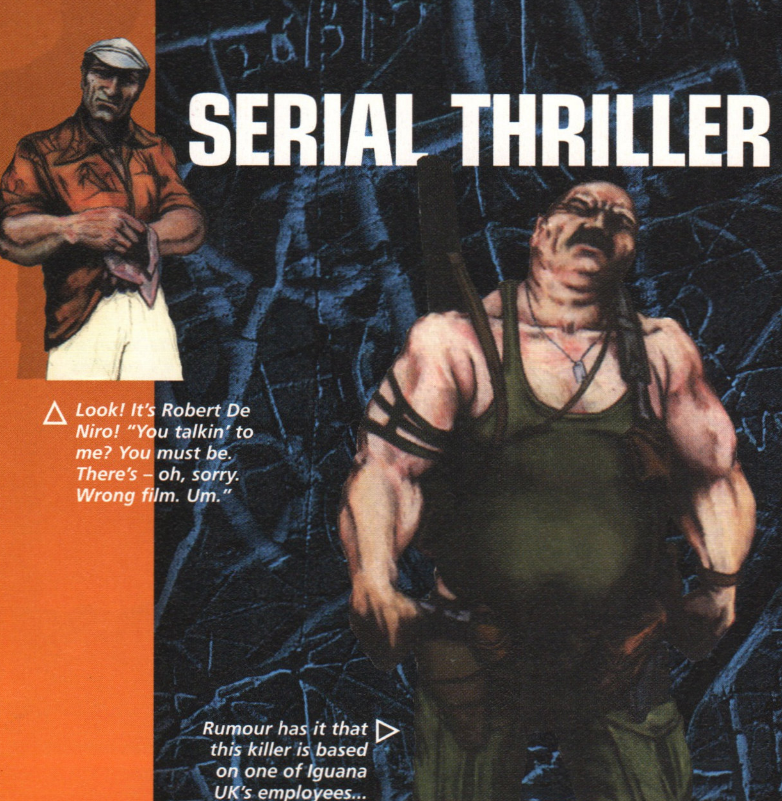
**JF:** *The FBI profiles have been compiled by a private investigator for Nettie, the voodoo priestess. She's had this vision of the apocalypse, and she's been looking into it and believes that the serial killers within the game are involved, and they've come over from Deadside. So she's got a file on each of the serial killers, and contained within it are character traits and as much information as possible about each of them, so you can piece things together and find clues about how to defeat them, where they're based, that kind of thing. All the information you need to succeed is in there, it's just not given to the player explicitly.*

**N64:** Finally, how is that Iguana UK have managed to make what's plainly shaping up to be one of the best games of 1999?

**JF:** *Because we're making cutting-edge games and we're hardcore gamers – people who love games!*

**Amen to that. Mr. Jason Falcus, thankyou and goodnight.**

# SERIAL THRILLER



△ Look! It's Robert De Niro! "You talkin' to me? You must be. There's – oh, sorry. Wrong film. Um."

Rumour has it that ▷ this killer is based on one of Iguana UK's employees...

Serial killers. They're the twisted, bloodthirsty little gits that are behind the grisly goings-on in *Shadowman* – and there's five of them to contend with, discounting the big boss (and Dark Lord of All Evil, probably), Legion. When you get the chance to play *Shadowman* for yourselves – that'll be May, fingers crossed – you'll probably recognise them, as Iguana have modelled each of them on the different facets of certain fictional – and real-life – murderers.

And so, we're proud to show you – exclusively! – some top-secret development sketches of the aforementioned boss-type knife-wielders. For instance, if you've seen Martin Scorsese's Cape Fear, you'll notice that one of the blackguards bears an uncanny resemblance to the Nick Nolte-worrying Max Cady, as played by Robert De Niro. Each of the killers also has his own 'shrine' inside the Asylum, and the Cady-esque character, in keeping with his trailer-trash origins, has his kitted out with tacky neon signs that flash 'killkillkill', 'Death', and other such pleasantries.

But the killers won't bear such a human appearance for long – when fighting them, they'll eventually transform into something bigger, nastier and altogether more grotesque... but you'll have to wait and play the game to see that. Until then, enjoy these pics. Nicely!

### RUNNING, JUMPING, SHOOTING

As you may well have noticed, *Shadowman* is a third person adventure, in the vein of (yawn) *Tomb Raider* and suchlike. But with blood, serial killers and all manner of weirdness. As such, running and jumping features quite heavily, but pin-point analogue control makes it a much friendlier experience than Ms. Croft's clumsy leaping. The Gad Temples, in particular, have a great, and superbly judged, platform feel to them, with head-removing rusty scythes and huge swinging hammers to contend with.

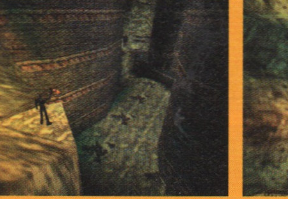
Combat looks splendid, too, as Shadowman is able – brilliantly – to hold and use items in both hands, defaulting to the A and B buttons for each arm. Great stuff.



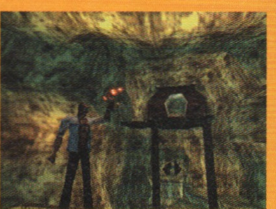
△ Reckon you can jump up there, do you? Well, there doesn't seem to be any other way up...



△ "Who would live in a house like this? Notice the huge spikes and eldritch spires..."



▽ "Taxi! Clapham Common, please."



▽ Shadowman's bedroom was fittingly gloomy and dank.

### PREVIOUS FORM

Whilst it was the Texas-based Iguana US that beavered away on *Turok* and its smashing sequel, Iguana UK's previous work can be found in the generally excellent *Forsaken*. Whilst the PC and PlayStation games were both identical, the N64 version featured all-new levels, lush coloured lighting and a frantic four-player deathmatch that was fast and furious. The awkward controls let it down a bit, but it was, in the main, excellent. And, somehow, they managed to do it whilst working on *Shadowman*, which was started two years ago. Top stuff.

# A LITTLE BIT OF PLOT

So, you probably want to know a little about the story. Well, it goes a bit like this: You play Mike Leroi, an English Literature graduate turned hitman. Employed by the mysterious Nettie, a voodoo priestess, it's your task to hunt down and destroy five undead serial killers that have some very gruesome plans for the human race – and then to destroy their leader, the dastardly Legion. But things aren't quite so simple. Nettie's planted a voodoo mask within Mike's chest, which enables him to become the Shadowman.

The Shadowman can move through the Deadside – a dark, supernatural and spiritual version of our world, referred to as Liveside – and must do so to find the portals that gave the serial killers access to our world, and the Dark Engine, a huge machine that powers the portals. Both of these are contained within a vast tower called the Asylum, a stunning, mile-high structure that dominates Deadside – and is filled to the brim with bloodthirsty creatures. The scene, therefore, is set for mayhem...

GO! GO! ▷

**CONVERSIONS**
If you've read our interview with Jason Falcus, you'll know that *Shadowman* is being developed on the PC, but was created with an identical N64 conversion in mind. There're around nine people working on the N64 version, but they're simply converting the game and cramming every last detail in. The 30 people working on the PC version include the designers, artists and all the people involved with the creative side. Iguana are also working on a PlayStation version, which, they admitted, is a "complete pain", due to its ageing capabilities. In fact, several areas which will be complete in the N64 conversion won't make it to Sony's machine. Ha!


"I could've sworn I left the remote control around here."

In the circular Room o' Death, Shadowman felt a bit depressed.

Look at the detail on that cathedral – it's massive.

**Firstly, two things: *Shadowman* is looking truly great, and it's possibly the bloodiest, most terrifying and most disturbing game you'll ever see. Naked zombies, rotting corpses floating in dilapidated tenement bathtubs, hook-handed monstrosities guarding mangled piles of flesh in blood-smeared rooms... it's all here, and looks to do for the N64 what *Resident Evil* did for the PlayStation. Except ten times better, obviously. And it comes complete with a full go-where-you-like sense of freedom that, arguably, only two games have ever really mastered. And they're both made by a man called Shigeru Miyamoto.**

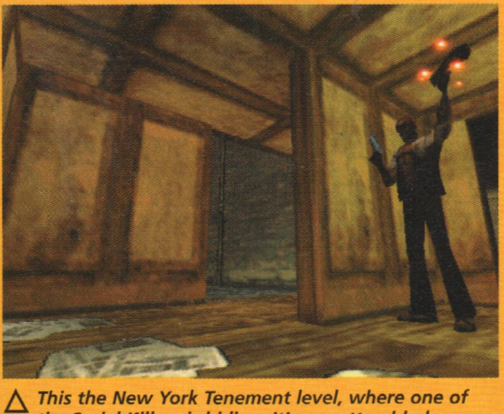
Because, you see, *Shadowman* is *Zelda*'s evil twin, *Super Mario 64*'s madwoman in the attic, the rabid, bloodthirsty, dark horse of the family. A vast, sprawling game that plunges you headfirst into a horribly believable world where – naturally – it's up to you to save the day. And, quite possibly, the souls of everyone on earth.

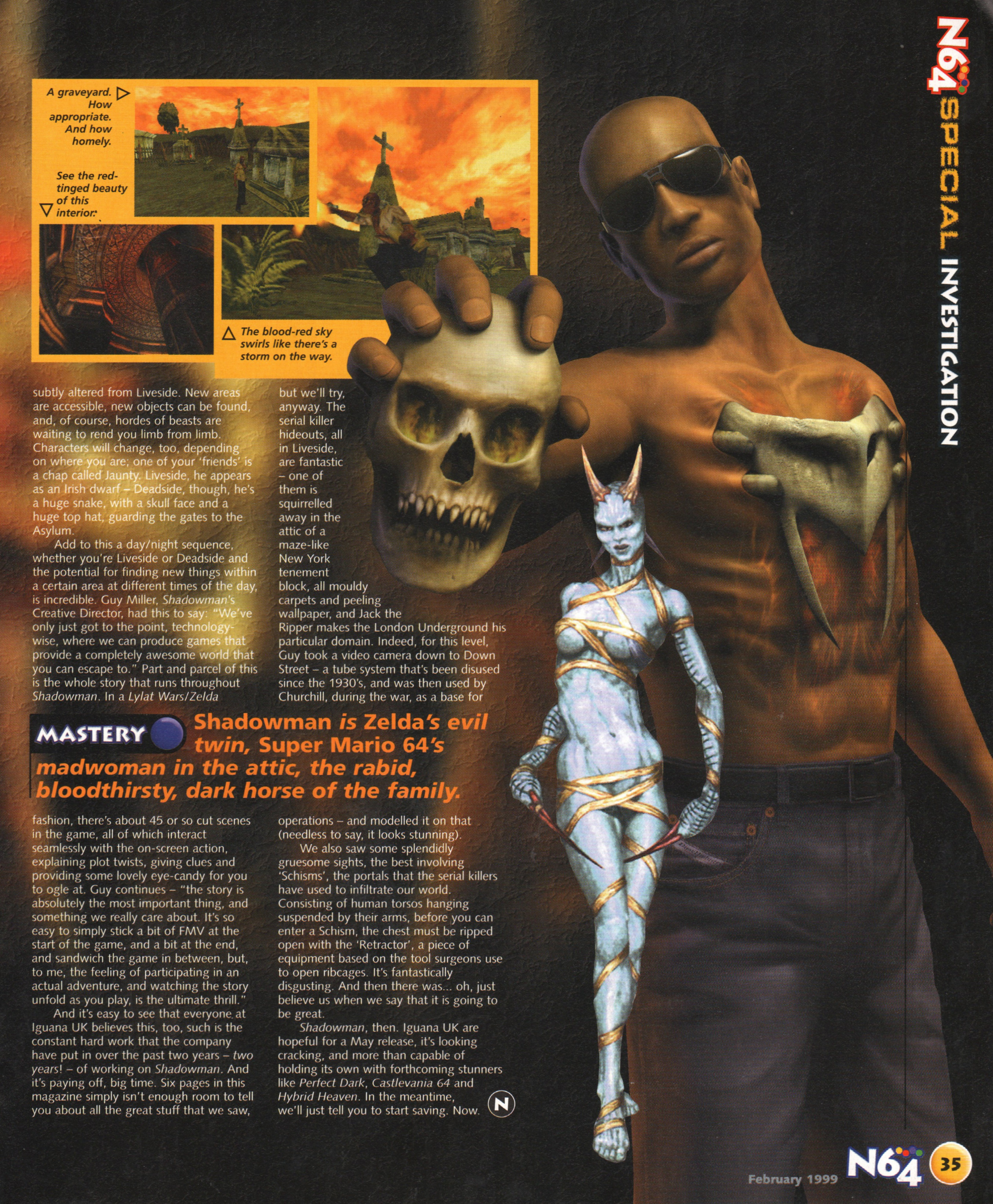
Somehow – wondrously – Iguana have created a seemingly limitless world of evil and death, using their aptly-named Vista engine. In the first level of the game, for example – set in the Louisiana Swamplands – your main objective is to find the church in which Nettie the voodoo priestess dwells. And as soon as you start the game, you can see it, miles away, and, eventually, you'll get there. It's amazing – and there's no fogging at all. (In fact, in the version we saw, Iguana were actually going to *add* some mist, to give a sense of depth.) And this grand vision is paraded throughout the game – once you're inside the awe-inspiring, mile-high Asylum, it's essential to take subway trains to different parts of it, such is its size. The sense of scale involved in *Shadowman* is incredible.

And it's packed to the brim with stuff to do. As well as a pleasingly large selection of weaponry, there's a stuffed cadaver full of extra equipment that you'll need to fully explore Shadowman's world, and ultimately succeed in your quest. For instance, there's a selection of voodoo tattoos available – called 'Gads' – that enable you to walk over scalding lava, push immovable objects, and so on, thus allowing you to access new areas. The Gads themselves are hidden away in specific Gad Temples, which you'll have to infiltrate to get them inked (painfully) onto your otherworldy body. There's a Gad variant, the Poigne (a kind of spiked climbing bracelet) that will allow you to climb Blood Falls – waterfalls that gush blood, obviously – and one of the Blood Falls that we found when playing led to an absolutely massive new area that contained some juicy hidden extras. Elsewhere, there are strange chrysalis-like containers called Govi, that hold Dark Souls. Consuming Dark Souls will allow Shadowman to enter Coffin Gates – although the gates require a certain amount of Souls before you can enter – much like the stars in *Super Mario 64*. The biggest object-quest, though, must be in finding the three parts of the L'eclipser – a magical dagger that Shadowman must find in order to be able to confront the serial killers. You see, they're all hiding in Liveside, and Shadowman can only operate in Deadside, or when it's night. Finding the L'eclipser will create a total eclipse of the sun – via Nettie plunging it into Shadowman's chest – allowing Mike LeRoi, as Shadowman, to venture into the real world, with all his voodoo weapons, to put an end to the swines.

So, there's plenty of objects to collect and new areas to find in your quest – and thus, a whole lot of exploring to do – but things are further complicated by the ability to become Shadowman and travel to Deadside, where you'll find things have

**LIFESPAN** ***It's packed to the brim with stuff to do. As well as a large selection of weaponry, there's a stuffed cadaver full of extra equipment.***


This the New York Tenement level, where one of the Serial Killers is hiding. It's a grotty old place, that's for sure.



A graveyard. How appropriate. And how homely.

See the red-tinged beauty of this interior.

The blood-red sky swirls like there's a storm on the way.

subtly altered from Liveside. New areas are accessible, new objects can be found, and, of course, hordes of beasts are waiting to rend you limb from limb. Characters will change, too, depending on where you are; one of your 'friends' is a chap called Jaunty. Liveside, he appears as an Irish dwarf – Deadside, though, he's a huge snake, with a skull face and a huge top hat, guarding the gates to the Asylum.

Add to this a day/night sequence, whether you're Liveside or Deadside and the potential for finding new things within a certain area at different times of the day, is incredible. Guy Miller, *Shadowman*'s Creative Director, had this to say: "We've only just got to the point, technology-wise, where we can produce games that provide a completely awesome world that you can escape to." Part and parcel of this is the whole story that runs throughout *Shadowman*. In a *Lylat Wars/Zelda* fashion, there's about 45 or so cut scenes in the game, all of which interact seamlessly with the on-screen action, explaining plot twists, giving clues and providing some lovely eye-candy for you to ogle at. Guy continues – "the story is absolutely the most important thing, and something we really care about. It's so easy to simply stick a bit of FMV at the start of the game, and a bit at the end, and sandwich the game in between, but, to me, the feeling of participating in an actual adventure, and watching the story unfold as you play, is the ultimate thrill."

And it's easy to see that everyone at Iguana UK believes this, too, such is the constant hard work that the company have put in over the past two years – *two years*! – of working on *Shadowman*. And it's paying off, big time. Six pages in this magazine simply isn't enough room to tell you about all the great stuff that we saw, but we'll try, anyway. The serial killer hideouts, all in Liveside, are fantastic – one of them is squirrelled away in the attic of a maze-like New York tenement block, all mouldy carpets and peeling wallpaper, and Jack the Ripper makes the London Underground his particular domain. Indeed, for this level, Guy took a video camera down to Down Street – a tube system that's been disused since the 1930's, and was then used by Churchill, during the war, as a base for operations – and modelled it on that (needless to say, it looks stunning).

**MASTERY** ***Shadowman* is *Zelda's* evil twin, *Super Mario 64's* madwoman in the attic, the rabid, bloodthirsty, dark horse of the family.**

We also saw some splendidly gruesome sights, the best involving 'Schisms', the portals that the serial killers have used to infiltrate our world. Consisting of human torsos hanging suspended by their arms, before you can enter a Schism, the chest must be ripped open with the 'Retractor', a piece of equipment based on the tool surgeons use to open ribcages. It's fantastically disgusting. And then there was... oh, just believe us when we say that it is going to be great.

*Shadowman*, then. Iguana UK are hopeful for a May release, it's looking cracking, and more than capable of holding its own with forthcoming stunners like *Perfect Dark*, *Castlevania 64* and *Hybrid Heaven*. In the meantime, we'll just tell you to start saving. Now.

# FUTURE

N64 MAGAZINE

Dear Rare

Erm... how's it hanging? The wives ok? Good, good. Getting cold out, eh? Yeah, frosty. Still it'd be great to have a white Christmas, wouldn't it? It'd be perfect.

Which reminds us - you're making us a new game, aren't you? Perfect Dark if our collective memory serves us well. A first-person shoot-'em-up based on the GoldenEye engine and set in the year 2023, with a kind of X-Files meets Blade Runner feel to it. Shadowy corporations, alien experiments, moody locations, stealthy exploration and ultra-violent battles starring a young covert operative by the name of Joanna Dark.

Well since we're looking forward to it every bit as much as we did Zelda, it's really got our imagination fired up. And because we love GoldenEye so much, we want Perfect Dark to be, well, perfect. So if it isn't too presumptuous, we thought you might like to know what we think you should include in the game. If a few of our suggestions make it into the finished cart, well that'd be just terrific.

Anyway, we'd best be off. Take care, have a happy new year.

Cheers!

N64 Magazine readers ,x

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**Back in issue 22, we asked you to tell us what you'd most like to see in *Perfect Dark*, Rare's sequel to *GoldenEye*. After reading through the thousands of ideas you sent us, we've compiled a list of the most popular, and, as promised, we'll present it to Rare. Here goes...**

# PERFECT

## What we really want

**The 10 things you most want to see in *Perfect Dark*...**

### 1 Real time lighting

With realistic lighting effects it would be possible to cut the power to a building, plunging it into darkness, and navigate using night vision goggles. You'd have to creep around the darkened room and avoid making a sound as the guards stumble around looking for you. It'd be just like the last scene from Silence of the Lambs, and, unsurprisingly, it featured on about half of the wish lists we received.



### 2 Blood

You want blood, and you're almost certainly going to get it. The only reason *GoldenEye* was relatively bloodless was to tie in with the film and comply with the terms of MGM's licence. But if Joanna Dark wants to splash a bit of gore on the walls (and believe us, she does), Nintendo aren't going to argue with her. It won't be on a *Turok 2* brain-extracting scale, but the red stuff *will* be squirting.

### 3 Jumping

The lack of a jump button in *GoldenEye* meant that Bond was forever getting stuck behind fences and railings he should have been able to get over with a minimal amount of fuss. But at least it meant that there were no annoying precision jumping sections, and the R button was free to provide that fantastic zoom/aim feature. Perhaps a bit of *Zelda*-style auto-jumping could be in order.

### 4 Speech

Character interaction in *GoldenEye* is limited to a few lines of text. *Turok 2* has proved that you can squeeze masses of speech *and* a huge game into a cart, so there's no reason why Joanna couldn't interrogate a few of the enemies every now and then. According to your letters, some *Duke Nukem*-style quips and one-liners would be more than welcome...

### 5 Begging for mercy

So you'd like to see wounded enemies beg for their worthless lives before you 'cap' them, would you? Well we happen to know for a fact that Rare are recording some very disturbing new animations which will see crippled guards dragging themselves along the floor to escape justice of the hot lead variety, and loads of new death scenes. Begging included, perhaps? We hope so.



### 6 Multiple routes

The best levels in *GoldenEye* are the non-linear ones where you have a bit of freedom to do tasks in whatever order you like – Surface and Bunker, for example. How about expanding this to include the entire game, with the different choices you make affecting the storyline and, in particular, the ending. It would be a great way of adding replay value to the game.

### 7 Deathmatch bots

For those of you who haven't played a first-person shooter on the PC before, a bot is a computer-controlled character who behaves just like a human, if you're a couple of players short of a clan in a deathmatch. Meaning, of course, that you can have hectic multiplayer levels filled with characters even if there's only two or three of you playing.

### 8 Realistic injuries

If you shoot an enemy in the arm in *GoldenEye*, he'll clutch the wounded limb for a moment and look like he's in real pain. And then he'll simply forget all about it and carry on shooting at you as if nothing happened. *Perfect Dark* should have some kind of feature whereby injuries are more permanent, making enemies drop their guns, limp, and so on.

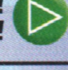
### 9 Heavy weaponry

Well, heavier than *GoldenEye* anyway. Still with plenty of realistic machine guns and pistols, so the gamplay doesn't get eclipsed by the firepower, but with the odd super weapon every so often to add a bit of variety. Check out the Movie Shooters section over the page for a few popular suggestions.

### 10 Improved AI

Better artificial intelligence would mean that the guards wouldn't just forget about you if you managed to outrun them – they'd come a-hunting and try to flush you out of your hiding hole. There wouldn't have to be so many dumb cannon fodder enemies either, since one smart baddie is worth ten brainless ones.

GO! GO!





**LIGHT FANTASTIC**
It's highly unlikely that *Perfect Dark* will include light gun support, but you've sent us some interesting suggestions that could solve the old problem of how to look, shoot and move at the same time whilst holding a gun...

Some sort of motion sensor built into the gun would enable you to look around, with a button next to the trigger locking the view when you need to do some accurate shooting. Movement could then be controlled by a pad in your free hand. Sounds expensive, but it'd definitely be a first. Or how about some kind of foot pedal set-up? A head-mounted motion tracking device? A virtual reality helmet? A harness to strap a TV to your face?...

# MOVIE SHOOTERS

## Eraser

Arnie's ultra-violent blastathon was plenty of fun, and featured a superb weapon that lots of you want to see in *Perfect Dark* – the rail gun, which had a zoom feature which could see right through doors, walls and flesh, to lock on to an enemy's beating heart. Meaty – that's what we like!



## Predator

The Predator's 'spooky colours' targeting system has been used in games before, and the disc weapon from Predator 2 was last seen in *Turok 2*, but we're sure that Rare could do it bigger and better than anyone else. Maybe in conjunction with a stealthy invisibility gadget too, hmmm? Hmmm?

## The Fifth Element

Remember the huge transforming gun that Gary Oldman demonstrates in the film? It fired multiple homing missiles, bullets, sharp pointy things, round explosive things, and what looked like the entire contents of Tim's toolshed. Truly a weapon for all occasions, and something we'd all love to try out.



# The best of the rest

**Three of the top first-person shooting games currently available for the PC, home of the *Doom* clone. We reckon Rare will be taking a *very* close look at this trio, but would it be possible to replicate their best features on the N64?**

## Quake II

*id*

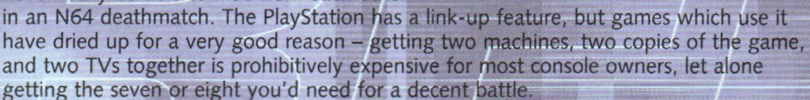
### What's great:

*Quake 2*'s deathmatches are second to none. Why? Well it's hard to quantify exactly what makes them so playable – perhaps a combination of beautifully designed arenas, the ability to hide from your opponents, and the way you can customise your character's appearance. Not to mention the blistering pace of the game, which means that you can leg it around the level, kill three or four people, get killed yourself, and be reincarnated, all in the space of a minute or two.



### Can it be done?

Actually, *Turok 2* already includes a couple of *Quake 2*'s best ideas – the small arenas, perfectly balanced for deathmatch play, and the speed of the game. *Perfect Dark* could even improve on this, but unless Rare find a way to link several machines together we'll never really be able to hide from each other in an N64 deathmatch. The PlayStation has a link-up feature, but games which use it have dried up for a very good reason – getting two machines, two copies of the game, and two TVs together is prohibitively expensive for most console owners, let alone getting the seven or eight you'd need for a decent battle.



# ...and you can quote me on that

"I would like to see a Create-a-player mode, like in *WWF Warzone*, so I can go running about like a mad surfer dude if I feel the need to. And instead of the guards having more energy to make them harder to kill on the higher difficulty settings, why not make them more intelligent, so they dodge around more, shout for help, and set traps."
**Richard Allison, Sheffield**

"Perhaps *Perfect Dark* could copy *Quake 2* and have the enemies fire at you when they are dying on the ground. This could also happen in multiplayer."
**Mark Maultby**

"Mountains of blood and gore, but still maintaining a certain amount of strategy, so that a level doesn't consist of killing a few guards and then just running through a door to finish, seconds after you started."
**Rebecca Judd, Folkestone**

"I think shots to the groin should be far more horrific."
**Anon**

"When Joanna sees a human enemy she should say 'You're cute, shame I'm about to kill you.' And when she's down to her last bit of health she should scream for help, like she's in agony."
**Ross Keniston, Taunton**

"More secret passages would help – make every bit of the game explorable even the water. Also, an option to make doors open automatically so you're ready to blast the enemies quickly."
**Obiora Idigo, Cyberspace**

"Rather than slap like in *GoldenEye*, you should be able to punch and kick and bust their noses."
**Robert Scarlett, Wakefield**

"The aliens should have quite a comedy feel to them, like ET and Mars Attacks. They should pull facial expressions and when they see Joanna they should regard her with fascination and look at each other as if to say 'What on earth is that?' It should be more amusing and light-hearted than *GoldenEye*."
**Natalie Priest, Hillingdon**

## Half Life — Valve

### What's great:



In every other first-person shooter the game is divided into set levels, with a start point and an end. No matter how involving or realistic the action is, when the level finishes you're reminded that you are, in fact, only sitting in front of a TV with a controller in your hands. *Half Life* is different because it's set in one semi-continuous world, where the breaks between 'levels' amount to little more than a brief loading pause when you step through a door or turn a corner. It's totally believable.

### Can it be done?

Absolutely, yes. If *Half Life* can shift data off a CD so quickly that you often don't notice a new area has been loaded, there's no reason why the same thing couldn't be done with an N64 cart – particularly with the Expansion pak. Another *Half Life* innovation which is almost certain to be borrowed by every FPS in the future (including *Perfect Dark*) is realistic item placement – guns are found in locked cabinets or on dead bodies, food is found in the kitchen, uniforms are found in locker rooms. After all, if you were a real covert agent you wouldn't expect to find machine guns and boxes of grenades just lying around in an enemy base, would you?

## Trespasser — Dreamworks

### What's great:

It's by no means a classic game, but it's the first of its kind to allow you to interact with everything around you. By using a combination of the mouse and a couple of buttons you can use your virtual arm to pick up objects and inspect them from every angle, push things, pull things, lift things and throw things. And since your character's arm is always visible, the rest of her body is too – looking at her holster allows you to change weapon, and looking at the tattoo on her chest allows you to inspect your health status (and a cavernous cleavage).

### Can it be done?

Probably not, since *Trespasser* requires a ninja PC with twin graphics cards and more than 20 times as much memory as an N64 before it'll run happily. The N64 controller *would* make a great virtual arm though...

Having your character's body on screen makes sense when you think about it, and it wouldn't be difficult for Rare to accomplish. It would allow you to see what kind of clothes Joanna was wearing – very handy if Perfect Dark is to feature disguises or costume changes.

**STRANGE CUSTOMS**
The way you can customise your character's 'skin' in PC first-person games adds that personal touch to deathmatches, and it's an absolute must for *Perfect Dark*. Something like the player creation modes from Acclaim's American sports series would be perfect – you could change the size and shape of your character, give it a name, a face, and design a snappy outfit. A simple paint shop would allow you to draw insignia on your uniform, and you could have a number of attribute points to 'spend' on things like speed, health and recovery rate.

"There should be a points scoring system – 10 points for a head hit, 1 for a leg hit."
**Anon**

"How about a skeet shooting mode (like the tip in issue 22) to see who has the most deadly shot."
**Zen, out there**

"Some of the baddies should hesitate before opening fire on a sexy woman."
**Sean Webber, Bournemouth**

"One of the problems with *GoldenEye* was that although you couldn't see the guards through smoke, they had no problem in targeting you. So I think if faced by smoke in their line of sight, they should lose about 20% of their accuracy."
**Matt**

"If you look down, you should be able to see your legs. Phwooar!"
**Matthew Nguyen**

"Celebrities in deathmatch mode 'cause everyone loves to play Grace Jones with her realistic cuboid head."
**Steven Lessels, Elgin**

"Joanna could be a genetically enhanced clone, which would explain how she can take so much lead."
**Cyberpimp, Purley**

"An organiser – Bond used his watch, but Joanna Dark should take an organiser out of her pocket."
**Andrew Perée, St Helier**

"You should be able to go into a pub, start a fight with someone, then pull a gun on them."
**Ross Walker, Cardiff**

"There should be a level consisting largely of ventilation tunnels, like those at the beginning of the facility level in *GoldenEye*."
**Chris G, Berkshire**

"You suddenly shoot him in the stomach and you see his breakfast."
**Richard Eccleston, Stourport**

"8ft high armoured robotic enemies with miniguns for arms and that jerky robotic movement that all robots in films have (like Ed 209 in Robocop). The unsuspecting player would be terrified."
**Sam Grice, Christchurch**

"If you throw a mine on an enemy's body armour it would stick, so you could blow them up while they're praying for mercy or trying to rip it off."
**Andrew Forrest, Seaton Carew**

"If a guard is coming after you, you could lay a slippery substance."
**Thomas Bird, Belfast**

"I'd love to see enemies chicken out and run when they see what I'm capable of doing. I want them to run to a quiet place and get on their hands and knees and pray they don't get killed."
**Stuart Millar, Guildford**

"The body armour should be visible on the players, and it should protect only the part of the body it actually covers. So a leg shot would lose you a bit of health, a chest shot would cost you a bit of armour, and a head shot would kill every time."
**Jostein Jacobsen, Oslo**

"It would be great if you could choose your own mission gear. You could choose your clothes, weapons and other stuff to start with, equip your gun with a flashlight, laser pointer or sniper scope."
**Bart & Daan van Paassen, Holland**

**Phew. Not a bad response, eh? And some top ideas in there too. So, where now, then? Well, we're going to shove all the best stuff into a massive A1 envelope and send it straight up to Rare's top secret HQ. And – get this! – those traditionally stone-faced funsters told us they were really looking *forward* to receiving ideas from N64 readers. Not bad! So, if, in the summer, you're trotting round *Perfect Dark* and see something strangely familiar, you'll know where it came from. Top stuff.**

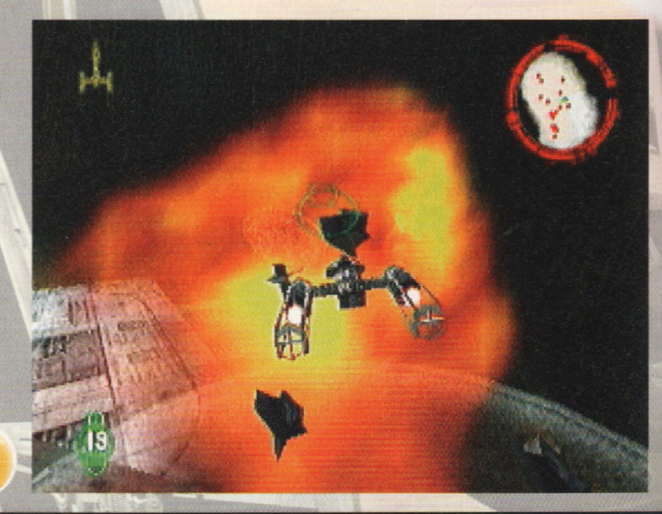



# N64 ARENA

# STAR WARS ROGUE SQUADRON

**It's the best Star Wars game ever and in our MASSIVE review we tell you exactly why. Get reading, you!**

GO TO PAGE 42

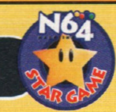




## N64 Magazine ARENA
## Guide to scoring

*Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.*

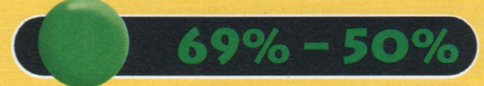


*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*



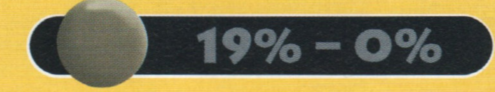

*The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machipes are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*




*We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*




*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

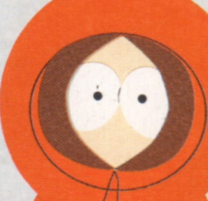


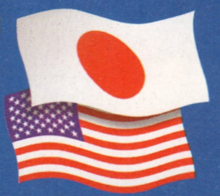

*The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*

# SOUTH PARK

Swear-tastic shooty stuff in our PAL review!

GO TO PAGE 48





# MICRO MACHINES

Tiny racing comes to the N64!

GO TO PAGE 54





# IMPORT ARENA

The games they're playing in America and Jap...



# HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

## What those categories mean

**9 VISUALS**

*The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?*

**9 SOUNDS**

*Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?*

**9 MASTERY**

*With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?*

**9 LIFESPAN**

*At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.*

**VERDICT**

*The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.*

## Team 64

Nightmare Creatures. *Absolute tosh, it is. Still, you can't argue with the bevy of bloody beasts it throws at you. Which, rather conveniently, leads us onto the Team...*

**James Ashton**
*"Been driving this month. Pedal to the metal. Vroom! I live on the edge! Eh? Stalling it? Oh, yeah, that happened a few times. Well, ten."*
***Game of the month:*** Pikachu

**Wil Overton™**
*™ & © Wil Overton. All Rights Reserved. Wil and Overton are trademarks of Wil Overton Hair Empires Inc and HairFree Hair Stores.*
***Game of the month:*** Mario Party

**Tim Weaver**
*"People say swearing's not big or clever. But it is. Swear as much as you can."* (I'm not sure we're conveying the right message, here – *Ed)*
***Game of the month:*** Rogue Squadron

**Martin Kitts**
*"Liver is softer than you think..."*
***Game of the month:*** South Park

**Justin Webb**
*"The team laugh at Depeche Mode, but that group is profound. At least, that's what it said in NME. They just sound miserable to me."*
***Game of the month:*** Centre Court Tennis



**Paul Edwards**
*"Yeah?... She didn't! She did? No... I can't believe she said that... Blimey... Okay, take it easy bud..." End of four hour phone call.*
***Game of the month:*** Penny Racers

**Andrea Ball**
*"I've started swimming! Um, then the grease from my skin turned the pool into an oil slick. Still, that's plenty of raw materials for BP."*
***Game of the month:*** South Park

**Jes Bickham**
*"Hallo! Beeg bruzzer Jes returns for more, no? Ja! Good morning sunshine, la, la, la, la. I am trying it on wiz that bird from Aqua."*
***Game of the month:*** Micro Machines

**Mark Green**
*"I took a walk this month. But I soon encountered problems. Seems I accidentally destroyed Manchester. With my little toe."*
***Game of the month:*** South Park

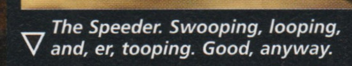
**James Price**
*Talking has been banned as of now.*
***Game of the month:*** Pikachu

PREVIOUSLY IN N64 We took on the force in a *Rogue Squadron* Future Look in **N64**/22.



△ *The Y-Wing. Slow, but packed to bursting with bombs o' death.*

▽ *Turrets. A real pain in the rear end, especially right up close.*



▽ *The Speeder. Swooping, looping, and, er, tooping. Good, anyway.*

# STAR WARS ROGUE SQ

## Buckle in and get ready for the most exciting Star Wars game yet...

**Whilst *Shadows of the Empire* was only ever good in spells and, more often, just crushingly disappointing, it did have one standout moment: the fantastic Battle of Hoth.**

The Battle of Hoth, for those who never got round to playing *SOTE*, saw you slipping into the velvet-finished confines of a Snowspeeder and taking to Imperial forces on the icy planet, blowing AT-STs to bits, swooping to take out Probe Droids and, best of all, using tow cables to bring the mammoth AT-ATs to their knees. It was exciting, it felt brilliantly Star Wars-ey and the analogue stick made for some fabulous flying. Sadly, it was followed up by some boringly average *Doom* bits and the flashy, breathless opening was quickly forgotten. Except it wasn't. Because *Rogue Squadron* takes this airborne promise, chucks out the ropey sub-*GoldenEye* shooty bits, and throws in 15 flying missions, complete with A-Wings, X-Wings, V-Wings, Y-Wings, Snow-speeders and... the Millennium Falcon.

And, with that in mind, we probably don't need to tell you that, for the most part, it's fantastic. In fact, *Rogue Squadron* could just about be the best Star Wars console game yet...

**Star Wars: Rogue Squadron**

LUCASARTS

| | | | |
|---|---|---|---|
| Out now | 128M | 1-4 | Expansion Pak |
| | ~~Controller Pak XX PAGES~~ | Cartridge back-up | Rumble Pak |
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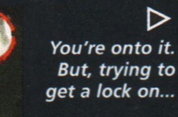
Game kindly supplied by **CA Games** 0141 334 3901

N64 MAGAZINE STAR GAME

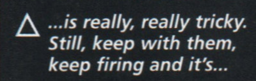
## MISSION TYPE ONE: Search and Destroy

There are three types of mission in *Rogue Squadron*: Search and Destroy, Protection and Reconnaissance. This, then, is a lesson in the former. Set in Kile II, this level requires you to seek out Imperial Tie Bombers and prevent them from flattening the city. The requirements? Nothing but good, old fashioned flying. Watch their flight patterns, mind. The Tie bombers don't seem to care too much about dying, as they'll happily turn and plough back into you.

▽ Close to an oncoming Tie Fighter. Now take it down.



▷ You're onto it. But, trying to get a lock on...



△ ...is really, really tricky. Still, keep with them, keep firing and it's...

...cheerio! Heading out of the city, you finally take the enemy out. Nice. ▷

**A LONG TIME AGO...**
Set *before* The Empire Strikes Back and after the successful destruction of the first Death Star at the Battle of Yavin, Luke Skywalker forms Rogue Squadron from the surviving Rebel pilots (including the fantastically named Wedge Antilles, Zev Senesca, Dack Ralter and Wes Janson). Their job? To stuff further Imperial plans for dominance. The result? *Rogue Squadron*'s 15 mission fly-fest, including battles above Mos Eisley, a couple of guest appearances, an Imperial defection and a daring sky train rescue. Ooooh, the excitement...





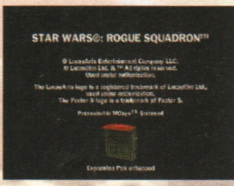



GO! GO!





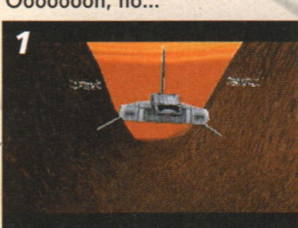
**EXPANSION PAK FOUND!**
The only way to enjoy *Rogue Squadron* in all its graphical glory is with an Expansion pak. Scenery is super-detailed, edges are sharp, spaceships and enemies are awesomely intricate; basically, it makes a world of difference. The compromise? Some moderate slowdown in places, which isn't apparent when the game is played in lo-res. Still, if you've got an Expansion pak, it's definitely worth pursuing this. Even if the annoying fog never clears up.






## MISSION TYPE TWO: Protection

Mission type two, Protection, sees you having to look out for a Rebel shuttle as it attempts to rescue prisoners from a Rebel base. Sounds simple enough, eh? Oooooooh, no...



*1 Here it is. The Rebel shuttle that you must protect at all costs. It can take hits, but concentrated bombing won't do it any good at all. And it's worth remembering...*



*2 ...that you've only got three lives with no continues, and you'll be punished for the smallest mistakes. So, keep close to it at all times, unless you're advised otherwise.*



*3 First things first, the missile turrets are a pain all round. Not only do they fire at the shuttle but they pick you off. And their missiles are heat seeking. Nasty stuff.*

*4 Okay, it's landed. Whilst it's on the ground, it's at its most vulnerable. So, keep fairly close to it. (You can even see the little Rebel troops running to the enemy base.)*

*5 Remember! As well as a handy four-way laser, the X-Wing has six missiles, which are probably best saved for the 'flatter', more powerful turrets. Still, we don't care.*





*6 Ah, Control is telling you that you need to find the force field generator protecting the base. So, follow the map in the top right. The orange cone should always face north, see?*

*7 Found it! Oh, but it's well protected by turrets and AT-STs. These are slow but their lasers can tear your puny X-Wing in half. Keep low and they can't quite...*



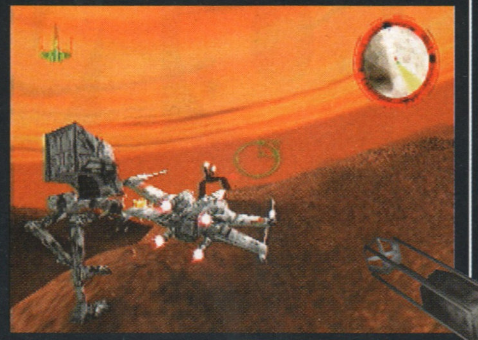
## Rogue's Gallery

As it changes missions, so it changes ships. Meet *Rogue Squadron*'s winged wonders...

### X-WING

Fast, sleek and efficient Rebel favourite, with four-way lasers as well as rock hard secondary weapons (missiles to start with, then an Ion cannon). Their finest moment comes during one of the Kessel missions, where you have to rescue a kidnapped Wedge Antilles from an Imperial skytrain.

Swooping into the scorched desert planet, you have to take out the dangerous missile turrets, blow up the AT-STs and then de-stabilise the Skytrain by freezing it up with electrical Ion charges. Wedge escapes, and it's back to HQ for tea and biscuits. Fantastic.



△ *This is the best bit. Coming in from behind and making it EXPLODE!*

▽ *The Sky Train. Rescue Wedge and then get out.*

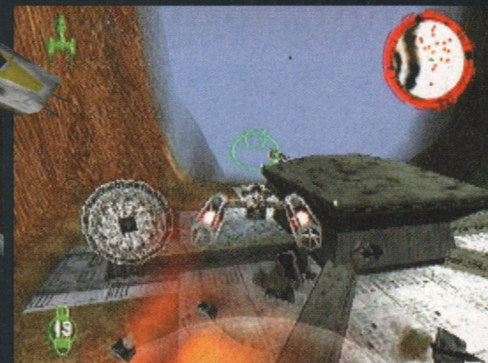


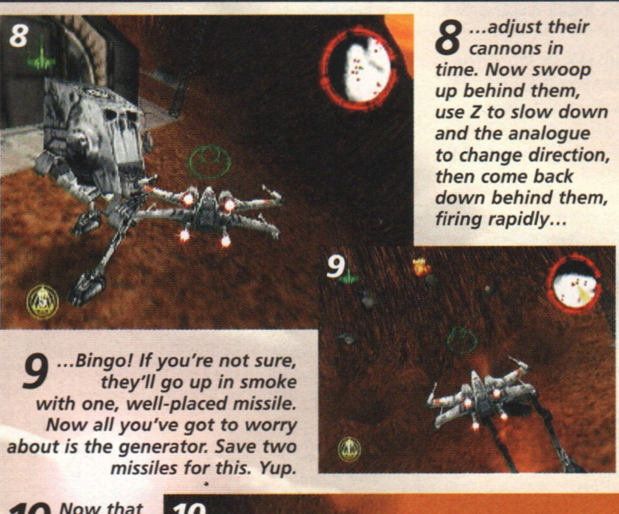
### Y-WING

Not used *that* often during the game, the Y-Wing comes into its own during the tricky Assault on Kile II mission, where you're required to bomb Imperial arms installations deep in the mountains. Whilst it's slow and has an utterly useless single laser shot, it can take hits for fun and has 20 bombs waiting to be dropped onto four key areas. Avoiding Tie Fighters is problem enough, but each arms area is protected by AT-STs and missile turrets. Still, use Left-C to bring up the crosshair and then, as you swoop, drop the bombs. *Boom!*



△ *KA-BOOM! The Y-Wing can take a right royal battering, as it is here. Now move on and take out the radars. Quality.*





**8** ...adjust their cannons in time. Now swoop up behind them, use Z to slow down and the analogue to change direction, then come back down behind them, firing rapidly...

**9** ...Bingo! If you're not sure, they'll go up in smoke with one, well-placed missile. Now all you've got to worry about is the generator. Save two missiles for this. Yup.

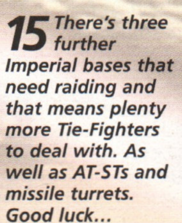
**10** Now that the force field generator is down, the Imperial base is no longer protected and the Rebels can get inside. Head back to the shuttle. The Tie-Fighters are out...



**11** ...and, as you can see, they're intent on destroying the shuttle. They always go in threes, so once you've locked onto one, it's pretty hard to lose sight of the rest of them.

**12** Good fun, this. Get low to the ground and the front of your craft can slice a Stormtrooper in two. If you don't fancy that, just pummel them with lasers and KA-BOOM!

**13** Fortunately, that smoke isn't coming from you, but a downed Tie-Fighter that you've just dealt with. Make the most of the sound, here, and listen to it die a death.



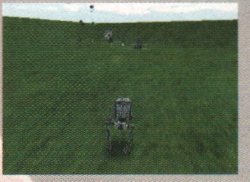


**14** After doing for the other two Tie-Fighter's, the shuttle is cleared for take off. Just keep scouting for enemies as the Rebel soldiers load up. It's not finished yet, though.

**15** There's three further Imperial bases that need raiding and that means plenty more Tie-Fighters to deal with. As well as AT-STs and missile turrets. Good luck...

### THE WAHEY OF THE FORCE

After successful completion of the game, you're granted the opportunity to pilot the Millennium Falcon, disc-shaped wondercraft and the official fastest ship in the galaxy. However, sweeping about the levels in Han Solo's comfy seat is likely to convince you that, when Luke called it a "heap of junk" in Star Wars, he wasn't kidding. Not only is it actually quite slow but both its primary and secondary weapons – double laser fire and missiles, respectively – are utterly useless. Much better, surprisingly, is the AT-ST, which you get to amble about in during one of the bonus games. It's a bit slow, but at least its laser can do some damage. Also look out for other bonus games with speeder bikes and the 'trench' sections in Star Wars. Nicely.







## A-WING

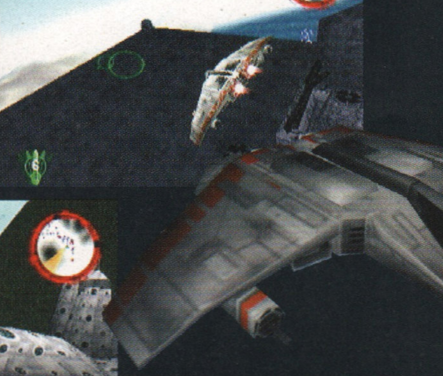
Remember the A-Wing? Probably not all *that* clearly, especially as they only came into the picture during Return of the Jedi. But, these boxed-in beauties are stealthy and quick and, although lacking shield, are perfect for search and destroy missions. Like The Jade Moon, where you have to keep low to the ground and work your way through a series of narrow canyons before bombing the force field generator which is protecting the Imperial Base. Once done, swoop up and hold off those Tie Fighters whilst the Rebels go in and get out.

*The generator. In the A-Wing, it'll take concentrated fire...*

*...before you can disarm it. Now you've got to try your luck elsewhere.*

## V-WING

The V-Wing, considering the amount of time you actually have to wait for it, is a bit of a disappointment when it arrives. Whilst it's nippy enough and equipped with some tasty bombs, during its debut missions in Mon Calamari it's so small it just gets swallowed up by passing Imperial fighters. And considering it's not very strong, this isn't particularly handy as the game suddenly ramps the difficulty right up about half way through. A bit, er, dump.



*Slow, swervy and rubbish. A bit like James's driving.*

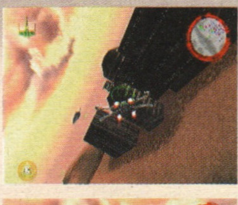


*A weird looking city comes out of the mist during the V-Wing's first mission.*

GO! GO!

**LIBERATION? FRUSTRATION!**

In contention for the Worst Level of All Time™ must be the awful 'Liberation of Gerrard V', where you have to cover a team of Y-Wing's as they enter the aforementioned city and bomb a series of Imperial 'balloons'. The mission briefing doesn't even *begin* to prepare you for the fact that, every time you go back to try again (and until you know what to do), regardless of how well you think you're doing, you will often fail your mission *for no reason at all*. Except there is a reason. After, ooooooh, at least 20 attempts, we realised that you only have to protect the Y-Wing's from the missile turrets on the hills *surrounding* the city. Not the missile turrets *in* the city, or the missile turrets further on up into the hills, or even the nasty AT-STs. Only the three missile turrets *surrounding* the city. Once you've taken them all out in the West half, you must nip over to the East half and do the same. No clue, no tiny, little *idea* of what to do. Just hour after hour of trial and error. Shocking.



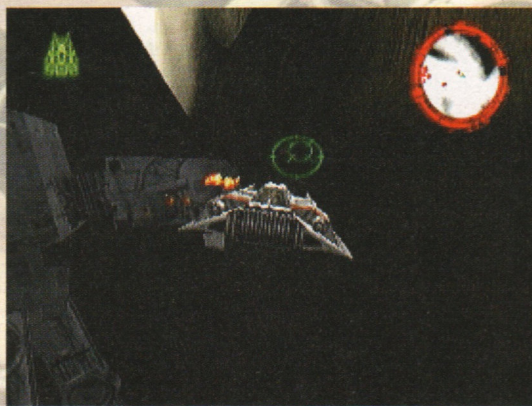


## MISSION TYPE THREE: Reconnaissance

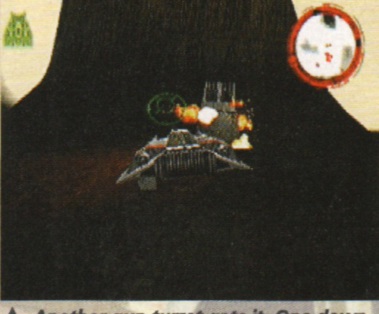
Reconnaissance is a posh word for exploration and that's *exactly* what's in store for you in *Rogue Squadron*'s third mission type. Here, you've got to seek out an enemy base, have a squint around, then cover a bunch of Rebel soldiers as they attempt to steal Imperial plans. Sadly, there's very little room for casual flying around, as AT-ATs await you, hence the use of the Speeder and its tow cable. And, of course, there's AT-STs and more bloody missiles…



△ *Strangely, the fogging on this level makes for a far more intense battlefield.*



*Best place to come from, this. Head-on and it'll take you down in seconds. Nasty.* ▷



△ *Another gun turret gets it. One down, um, about ten million more to go.*



▷ *The Rebel carrier. Keep it close. Like a cherished jewellery box. Maybe.*

**From the moment *Rogue Squadron* begins, you know it's got the 'feel'. The options screens have stills from The Empire Strikes Back, John Williams' score sweeps about in the background and every ship and character is taken from the trilogy. Even Luke Skywalker.**

But, the real test of a Star Wars game is never in how it recreates the film's universe. Every Star Wars game *ever* – even the appalling *Rebel Assault* and *Dark Forces* – had enough of the magic to make it passable entertainment for fans. Nope. The real test is whether, if you took those heavyweight S and W words away, there would be a great game left. Essentially, whether the game could be enjoyed by fans and non-fans alike. *Rogue Squadron* is, undoubtedly, the closest console owners have ever come to that far-off dream.

Naturally, if you're a fan of the films – and are sweating in anticipation of this year's tasty-looking prequel – there's stacks *more* to rejoice at in here. The missions incorporate just about *every* major location you can remember: Tattoine, the spice mines at Kessel, even the oceans at Mon Calamari, and within each location are further easy-to-spot landmarks. Tattoine, for example, has the Pit of Sarlaac, Jabba's Palace, Beggar's Canyon and Mos Eisley, all of which are easily spottable during a single fly round (obviously things have had to be 'compacted' a bit, hence them all being closer than they actually were in the films). The only major exclusion are the space battles of the first film. But, then, when you recall how poor these were in *SOTE*, it's not so hard to see why they've been given the boot.

Which leaves plenty *more* room for taking down hulking great AT-ATs, another area where developers Factor 5 have excelled. Having scattered the film's best ports of call about the game, they've also wheeled out the very best enemies: Tie Fighters whine past you as you swoop down to take out an installation, AT-STs try to pick you off mid-air, the aforementioned AT-ATs take you down with one well-placed shot, Speeder Bikes try to get away as specks below you, even Stormtroopers leg it away from burning buildings (and, strangely, explode when you manage to hit them). There's even boats on the Defection of Corellia, which you have to follow and destroy as they attempt to escape. All in all, top stuff.

**VISUALS** ***In hi-res, the overall look of the game is superb. Everything is perfectly detailed.***

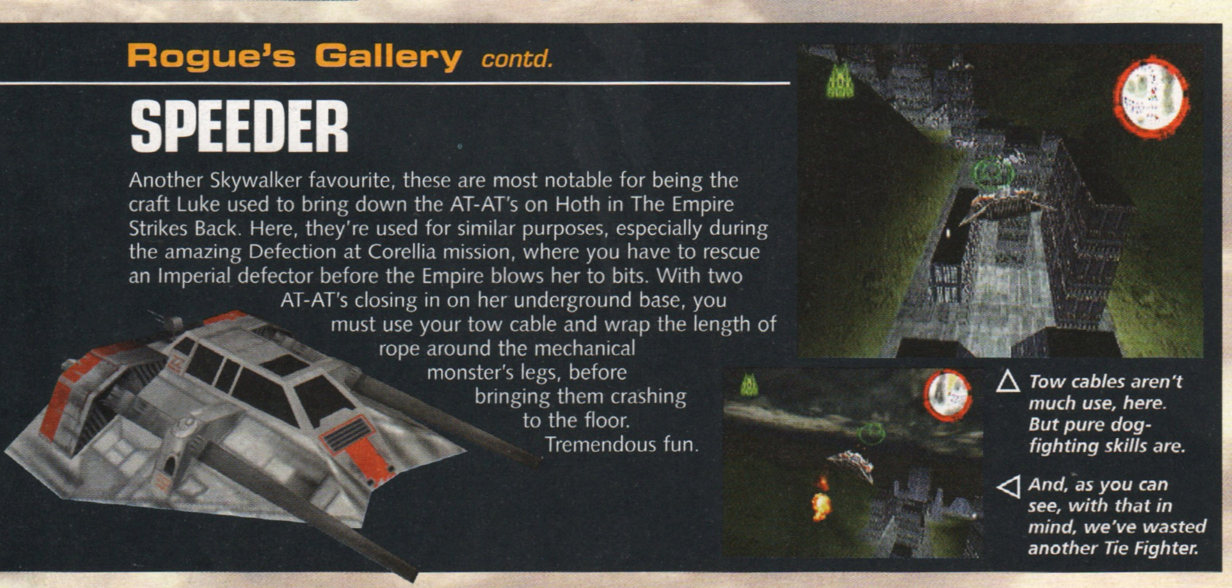
But, take away Star Wars and what have you got? Fortunately, quite a lot. Three-quarters of the missions are fantastic fun in their own right, with a healthy marriage of 'search and destroy', 'reconnaissance' and 'protection' episodes, as explained elsewhere in this review. Having to protect important Rebel shuttles from intense enemy fire makes for, perhaps, the best levels in the game, but all three mission 'types' offer plenty of variation.

Meanwhile, control is silken (though not *quite* as smooth as the PC version of *Rogue Squadron*, which is unforgivable when you consider we're talking about the difference between keyboard and analogue control), while the amount of freedom, when compared to *SOTE*, is like

### Rogue's Gallery *contd.*

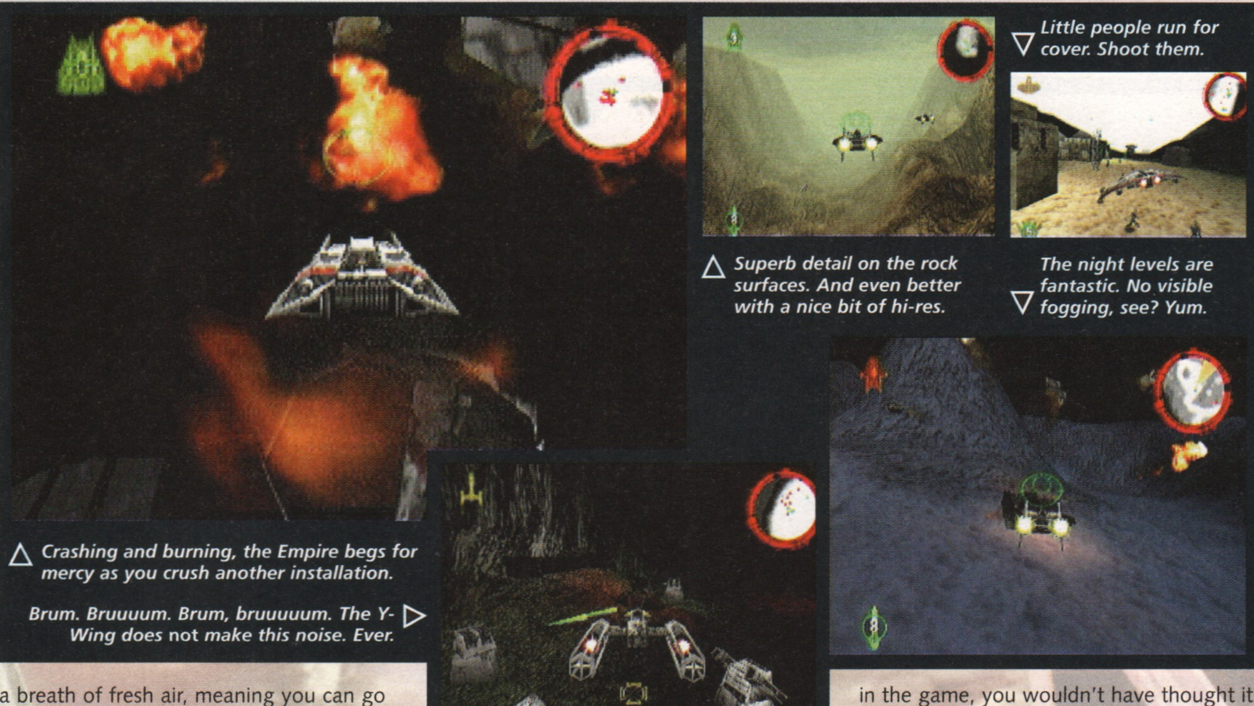
## SPEEDER

Another Skywalker favourite, these are most notable for being the craft Luke used to bring down the AT-AT's on Hoth in The Empire Strikes Back. Here, they're used for similar purposes, especially during the amazing Defection at Corellia mission, where you have to rescue an Imperial defector before the Empire blows her to bits. With two AT-AT's closing in on her underground base, you must use your tow cable and wrap the length of rope around the mechanical monster's legs, before bringing them crashing to the floor. Tremendous fun.



△ *Tow cables aren't much use, here. But pure dog-fighting skills are.*

◁ *And, as you can see, with that in mind, we've wasted another Tie Fighter.*



△ Crashing and burning, the Empire begs for mercy as you crush another installation.

Brum. Bruuuum. Brum, bruuuuum. The Y-Wing does not make this noise. Ever. ▷

▽ Little people run for cover. Shoot them.

△ Superb detail on the rock surfaces. And even better with a nice bit of hi-res.

The night levels are fantastic. No visible fogging, see? Yum. ▽

▽ Disappointing background, eh? Look up, though, and there's lovely sky.

**LET'S GO MEDAL!**
Again, your objective is to collect challenge points, this time round shaped more like medals. By taking out a set number of enemies, you can obtain either bronze, silver or gold and, once you've notched up every single medal on every single level, a couple of surprises await you. We won't spoil the surprise... oh, alright, we will. For one of them. Collect all Bronze and you get to pilot Luke's Skyhopper round Beggar's Canyon. And that's just the start.

a breath of fresh air, meaning you can go just about as high as you want, or head up the side of a rock, 'roll' over and come back upside down. The difference between the behaviour of the various craft is, erm, *negligible* (and that's being kind), but the fact that they specialise in different areas and are better for different missions is commendable.

Technically, *Rogue Squadron*'s an absolute triumph. In hi-res, whilst it slows down a *tiny* amount in places, the overall look of the game is superb. *Everything* is perfectly detailed, right down to the indentations in the rock surfaces, while the craft, characters and look have been lovingly created. To such an extent that, even those with a full-size C-3PO suit, or a specially crafted George Lucas beard, would struggle to find any faults whatsoever.

Of course, the game has a definite fog problem, something that's all too apparent on missions like Rescue on Kessel, where the draw distance is barely a couple of metres away. The worst example of this is when you head into a tiny rock alcove and the game even has to fog up one of the rock faces, despite it being *right in front of you*. If there's one saving grace, it's that none of the scenery just 'pops' out of the mist. Instead, it gradually fades up.

**SOUNDS** *You can pinpoint where an enemy is, even if they're not on-screen. The sound is perfect...*

Where the game *truly* excels, however, is in its soundtrack. Got a stereo TV? Got a surround sound set-up? Perfect. Now listen to the game in all its glory, as a Tie Fighter comes from in front of you, whizzes past your ears and explodes behind you. Even better than this is the fact that you can actually *pinpoint* where an enemy is – even if they're not onscreen – and then turn mid-air to try and get sight of them. This is especially useful during protection missions where you're trying to locate and stave off intense enemy fire.

As well as this, *Rogue Squadron* has a superb soundtrack that's 'action specific', meaning it fades and swells as proceedings require. Oh, and *every* sound effect is perfect, right down to the sound of the R2 unit exploding in the back of the X-Wing when you're hit.

But, *Rogue Squadron* isn't without its problems. For at least two of the missions, you're simply not briefed well enough (see: Liberation? Frustration!) meaning, when you come to play, the game can suddenly quit out and you've absolutely no idea *why*. With the amount of speech in the game, you wouldn't have thought it *too* hard to have one of the Rebel pilots warn you in advance that the mission was going pear-shaped. Instead, all the warning you get is the sound of one of your co-pilots crashing and burning and then your craft exploding mid-air.

And that's another area where *Rogue Squadron* is left lacking. Your co-pilots are absolutely rubbish despite, apparently, being the cream of the crop. Not only will they *never* hit *anything*, but they're always getting hit themselves and compromising your mission. We were just waiting for Slippy Toad to turn up and join in. Yep, it was *that* bad.

The speed of the game is also disappointing. It's *sooooooo* slow. It has the controls, it has the action, so why does an X-Wing have to feel like an Austin Montego? Admittedly, in places, you're glad of the fact that you've enough time to turn before you head right into that mountain, but when you're swooping over a city, especially in the bombed-up V-Wing, it would be nice to have just a little more *pace*, and at least to feel like you're flying. Fast.

Despite these flaws, though, *Rogue Squadron* is a rattling good space yarn. For long periods, the sheer exhilaration of bombing Imperial factories, or diving vertically into scattering speeder bikes is mesmeric. And it's a superbly moreish game, even given some of the mission problems. The Liberation of Gerrard V, for example, with its obvious lack of any clues *at all*, still had half the **N64** office trying their luck time after time after time. And whilst *Rogue Squadron should* have had a multiplayer game, worries over its lifespan will be pushed aside when you see the sheer amount of secrets and bonus games awaiting you.

Oh, and it's not as good as *Lylat Wars*. But then *Lylat Wars* never had AT-ATs.

**TIM WEAVER**




**8 VISUALS**
Intricate, precise and dazzling in hi-res. Shame about the hideous fogging.

**10 SOUNDS**
Breathtaking. Kit yourself up with surround sound and revel in 360° movement.

**8 MASTERY**
Not flawless, but a healthy demonstration of what the N64 can do.

**8 LIFESPAN**
Obviously lacking a deathmatch, but plenty to find and the missions are tricky.

**VERDICT**
Not the greatest space-shooter ever, not even the greatest Star Wars game ever, but a tremendously fun, beautifully varied slice of Lucas-inspired mirth.



**PREVIOUSLY IN N64** We reviewed the American version of *South Park* last month in **N64**/24. We killed Kenny at the end.

Urine is guaranteed to screw up any robot's insides.

Aw, how sweet. He's waving to you. Kill him. KILL HIM NOW.

These aliens don't come in peace, so give them a taste of your warpo ray.

There's enough meat on these turkeys to last you all until next Christmas.

Cows are a particulary amusing farmyard animal, especially when they're dead.

| South Park | | | | |
|---|---|---|---|---|
| ACCLAIM | | | | |
| February | 128M | | 1-4 | |
| | Controller Pak 2 PAGES | Cartridge back | Rumble Pak | |
| £40 | | | | |

# SOUTH

## Got the video? Got the T-shirt? Got the toothbrush? You'll probably be wanting this, then.

**Everyone's been waiting for this. Ever since four crude cardboard cut-outs leapt onto a TV screen and started swearing, bleeding and dying all over the shop, console-savvy South Park fans have been biting their nails in anticipation of the game of the show. To that end, we confidently predict that Acclaim's new title will be sitting pretty at the top of the N64 charts before too long, and that *Zelda* will be a more common sight on the shelves of Dixons.**

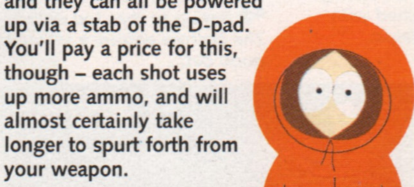
We've been following *South Park* through its development, and we realise it isn't your run-of-the-mill licensed game that could easily have been cobbled together by people who don't even own a TV. Trey Parker and Matt Stone, the show's original creators, have been scripting, voice-dubbing, tweaking and even – gasp! – *playing* the game since its conception, and as such it's visually and aurally as close to the definitive South Park experience as we could have hoped.

And yet, there have always been some worrying niggles about the game at the back of our minds. It was built around an existing game-engine (*Turok 2's*), but even then it took remarkably few months to finish. We hate to say it, but it began to smack of a rush-job, a cash-in on the spiralling success and hype that goes hand in hand with the four cursing boys. Regular readers (or at least those who bought last month's issue) will have already seen our review of the American version of *South Park*, and they'll be turning the page with a heavy heart...



# You will respect my authoritah!

You won't last long in the comet-crazed town of South Park if you're not 'packing some heat'. Most of the weapons are comedic variations on machine guns, arrow launchers, grenades and... er, snowballs, and they can all be powered up via a stab of the D-pad. You'll pay a price for this, though – each shot uses up more ammo, and will almost certainly take longer to spurt forth from your weapon.



## WARPO RAY

*A machine-gun that fires snapping fishies might not sound like something to strike dread into the hearts of enemies, but hold down Z and it becomes a fintastic machine gun that'll make fish fingers out of any of the smaller monsters in the game.*



## SPONGE DART GUN



*Its default pellet-firing form is sad to behold, but tap the D-pad and you're in possession of a super-powerful, 20-rounds-in-one-go laser-death machine. Even the toughest tanks will be finished off in a few shots from this monster. Best for the last level's big rabbits.*

## SNIPER CHICKEN

*Oh so very sweet. Bring this clucker out and not only can you pinpoint tree-hugging hippies way off in the distance, but finishing off the biggest bosses becomes a two-shot experience. Absolutely essential for the final boss.*

## TERRANCE & PHILIP DOLL

*These Canadian boys pack a powerful fart, and because their smelly cloud lingers for a few seconds, continuous damage can be done if you direct the little beanie babies in the right direction. Tap Down to switch between T and P.*

## SNOWBALL



*The surprise choice. You've got an unlimited amount, and in its powered-up 'urine ball' mode, it's ideal for finishing off tanks without using up precious ammo from other weapons. But... it's... very... slow.*

**GREAT BALL OF FIRE**
If there's one thing that Iguana definitely haven't spent much time on, it's the plot. A comet is passing over South Park, upsetting the residents and turning the more volatile members of the community into crazed maniacs. This, apparently, explains why the turkeys go mad, evil toys make an appearance from nowhere, and Mr Hat takes command of a motley collection of homicidal robots. The game itself offers a surprisingly accurate summary of all this: "Yeah... right."



# PARK

Sabrina Encounters
Sabrina The Adrien Encounter
Sabrina Unchained
Sabrina The Seduction Chamber
Seduction Chamber

GO! GO!

**FULL OF CHARACTER**
Confused by all this talk of South Park? Then you obviously don't stay up late enough to catch the series on Channel 4 and Sky One. Here's a quick biography of three South Park residents to bring you up to speed...
**Cartman –** Very big, very rude, and happy to sit in front of the TV eating Cheesy Poofs all day.
**Pet hate:** Tree-hugging hippy crap.
**Chef –** The kid's mentor and the man who rustles up lunch at South Park Elementary. Voiced by Isaac Hayes, he's likely to start crooning about 'making love to ya woman' at a moment's notice.
**Terrance & Phillip –** Two pitifully simplistic cartoon characters who star in the kid's favourite TV show. They find breaking wind very amusing.
**Pet hobby:** Breaking wind.




# We're going down to South Park

## EPISODE 4, STAGE 3

You're on your way to the penultimate boss in this stage, but there's a host of clanking automatons attempting to stop you.



1 You can easily make that drop, but why not fall onto the semi-hidden ledge below...

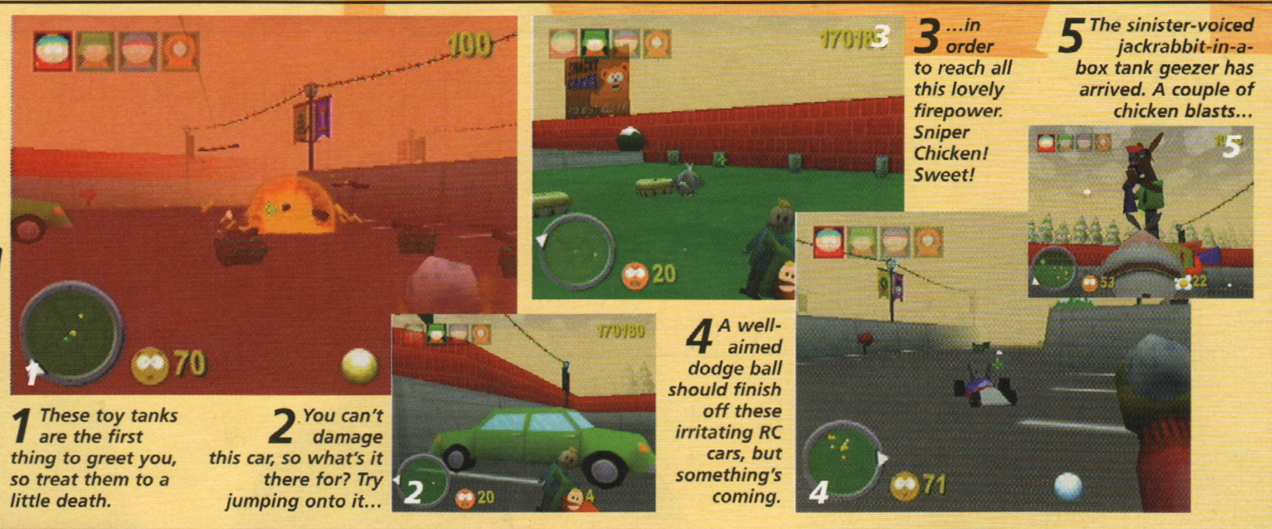
2 ...and enter this secret cave, which houses a useful Warpo Ray. Let the carnage commence.

3 These lasering robots suck ass, but can be swiftly despatched with your Warpo.

4 Now he's gone, time to get up to that top cave. The bottom entrance seems a good bet...

## EPISODE 5, STAGE 2

Not much of the game left, but there are plenty of evil toys waiting to make sure you don't make it to the final level.



1 These toy tanks are the first thing to greet you, so treat them to a little death.

2 You can't damage this car, so what's it there for? Try jumping onto it...

3 ...in order to reach all this lovely firepower. Sniper Chicken! Sweet!

4 A well-aimed dodge ball should finish off these irritating RC cars, but something's coming.

5 The sinister-voiced jackrabbit-in-a-box tank geezer has arrived. A couple of chicken blasts...

SOUTH PARK

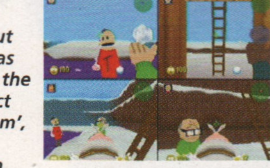
## Multiplayer

We were a little disappointed by the multiplayer. It's too slow, the weapons aren't effective or satisfying, and there's no real feeling of 'contact' when you pummel someone with snowballs. But as it's the part of *South Park* which offers the most amusement and replay value, it's worth taking a closer look at.

### THE CHARACTERS

*Completing each stage in the one-player game earns you an extra character to play with in multiplayer. Your favourite will depend on who you laugh at most in the show – we like Terrance and Phillip the most, simply because them shouting "I fart on your grave!" and "I think I'm going to fart!" makes us laugh. A lot. But how do you get to play Chef?*

### THE ARENAS



*There are plenty of arenas, but you may as well stick the level select on 'random', because they're an uninspiring lot. The Hill is the best, largely because it's small and easy to get about in, whilst the gravity-less UFO Core is the arena to ignore, thanks to its tedious floating about which makes hitting other characters nearly impossible.*

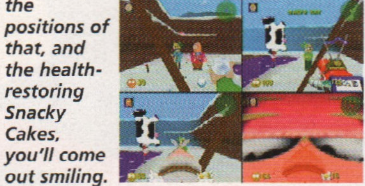
### THE WEAPONS



*All the weapons from the one-player game are just lying around waiting to be picked up. The Alien Dancing Gizmo is the most amusing – aim it at a friend and watch as they start jiving to a crackly old 1930's-style record. Boogie frights!*

### THE TACTICS

*Locate the cow-launcher, and you'll find it very difficult to lose – just aim carefully at some unsuspecting player and watch them come a cropper as they're forced to watch the wriggling cow's insides. As long as you can remember the positions of that, and the health-restoring Snacky Cakes, you'll come out smiling.*





5 and, sure enough, it leads to an alcove containing this T&P ammo. Kick ass...

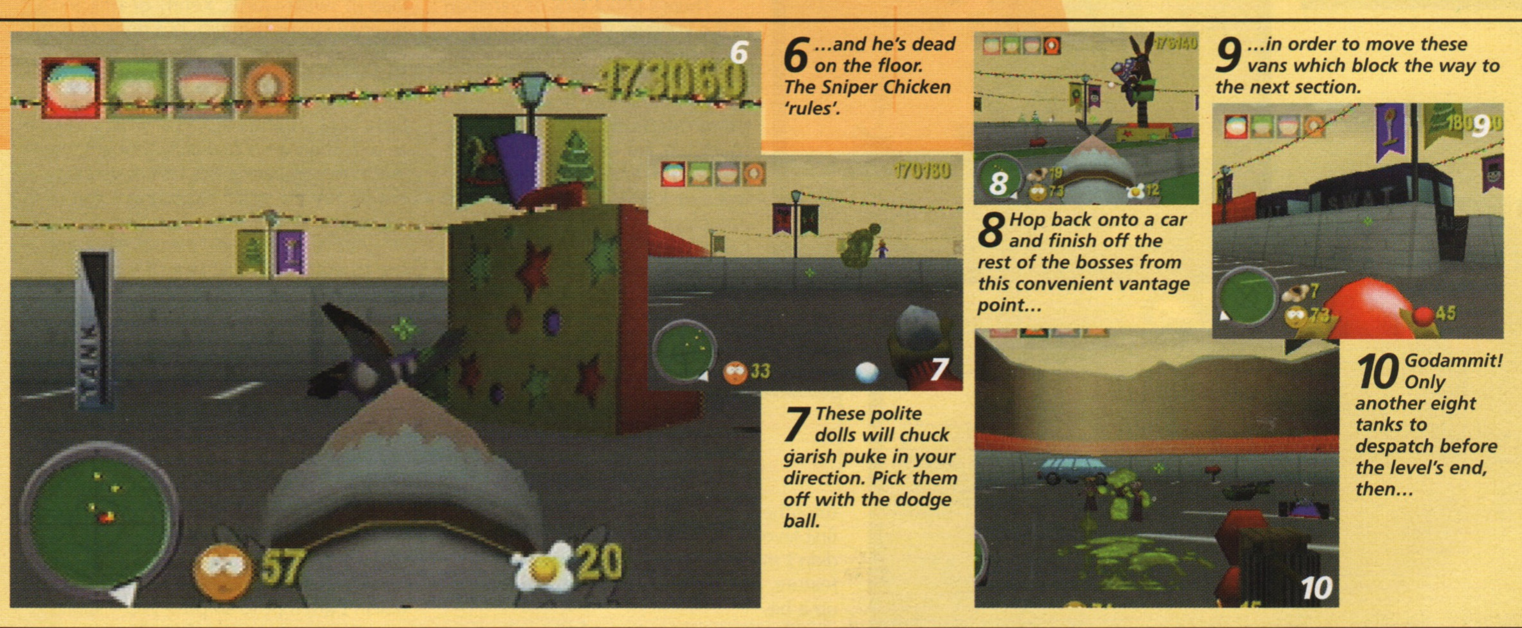
6 These boys are blocking the entrance to the next section, so fart them out...

7 ...and the door opens, beckoning you inside towards some mysterious clanking noises.

8 So that's where all those robots are coming from. Two well-aimed eggs should finish him.

9 Boom! No more tree-hugging hippy robots from that son of a...

10 And behind these two is the final boss, but we won't spoil it for you just yet.



6 ...and he's dead on the floor. The Sniper Chicken 'rules'.

7 These polite dolls will chuck garish puke in your direction. Pick them off with the dodge ball.

8 Hop back onto a car and finish off the rest of the bosses from this convenient vantage point...

9 ...in order to move these vans which block the way to the next section.

10 Godammit! Only another eight tanks to despatch before the level's end, then...

## Leave my town alone!

Killing the tanks on each level isn't difficult, but if you should fail for any reason to stop them reaching the stage warp (indicated by a "South Park" signpost), you'll have to contend with them in a post-level sub-game. The tanks who escaped will start pummelling South Park's buildings, and it's your job to stop them. Fail, and it's game over. Succeed, and you're allowed access to the next level. It's too similar to the game proper to be a real 'bonus game', but as it's against the clock, it's frantic fun.

Finishing off the tanks isn't too demanding. Just load up the sniper chicken and send those big boys to tank heaven. Be careful, though – they have a nasty habit of turning their attentions to little ol' you every so often, so it's best to shoot them from afar as they attack a building. Don't worry too much about the houses – it takes a fair while for the tanks to completely get through the town, so you can afford to let them have their fun for a bit.

Look out, too, for weapons handily left lying around in the rubble of destroyed buildings. Have a good hunt around the charred remains and you should find some Terrance & Phillip dolls just waiting to be chucked at some unsuspecting giant turkey, and there's usually some health-boosting Cheesy Poofs too. Just don't spend too long looking around, or you'll find yourself homeless.

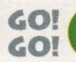


△ If the tanks make their way back to this, you're in trouble.



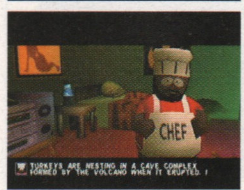
◁ "The evil clones are destroying the town!" Best do something, then, lard-ass.

GO! GO!



**HI CHEF!**
Lucky old Chef – he's got his very own Shack Of Love, and it's here where you'll get to see the white-hatted one outline each level's mission in a charmingly animated scene. The details are fantastic – there's a bubbling lava lamp in the corner, seductive pictures hanging on the wall, and even a naked lady in Chef's bed. So why's he left the door unlocked?




**Switch the N64 on, and there they are. Cartman, Stan, Kyle and 'unlucky' Kenny, rendered in glorious 3D, bobbing their little heads and waving their little arms like battery-powered dollies. Yet they're also swearing, cursing and screaming like a school teacher's worst nightmare, and in a way that'll have you tearing the cart apart to find out what demon magic is bringing such crystal-clear speech to your Nintendo.**

All this voice sampling and graphical wondrousness is enough to convince you – at first – that *South Park* can't fail. The intro sequence of the TV show, the theme song, every character and catchphrase – including some which are exclusive to the game – has been squeezed and cajoled into 128M-bit, and it's all looking and sounding even better than on the telly. With every cut-scene scripted and voiced by the show's creators, it's like having an exclusive video of the show stuck in your N64 cartridge slot.




We love toys. Except the ones that fire projectile vomit at you.

Believe us, getting past these boxes to the end of the level is a lot trickier than it looks.

But press Start and it doesn't take long for things to start going pear-shaped, because *South Park* is nothing more than the most basic first-person shoot-'em-up you'll ever play. The first level is a case in point. It starts out brilliantly; snowball in hand, you watch as a series of crazed gobbling turkeys come storming round the corner, intent on having *you* for Christmas dinner this year. It's funny, but what's even funnier is seeing them collapse as you chuck snow in their faces, while your chosen South Park kid blurts out some choice expletives.

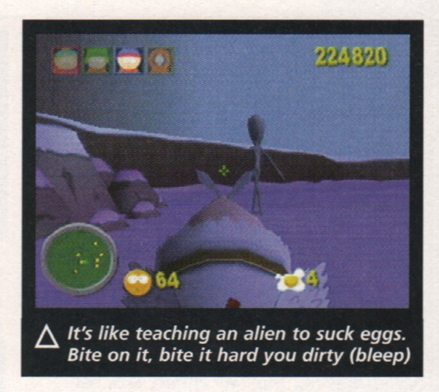
Then, an hour later, you face what must be the one-hundredth wave of brown-feathered birdies, whose only behaviour pattern turns out to be taking one look at you and then homing on in. None of the sinister intelligence here that made *GoldenEye* or *Turok 2* so complex and involving, and a solid-gold guarantee that round the next corner will be more of the same, 20 times over. Meanwhile, the only weapon you'll have picked up is a bouncing ball, which you'll try once, before quickly reverting back to your trusty ball of frozen water.

So what went wrong? It's partly the fault of the repetitive mission structure. With the aim of every 'episode' (a set of three stages) invariably being a battle to stop boss-style 'tanks' from reaching the start of the level, there's very little scope for anything other than moving forward and holding down the fire button. The mountainous end-of-episode bosses might provide some relief from this, but putting paid to them is remarkably tedious, and the difficulty in doing so is in stark contrast with the rest of the game's relative ease.

There's also a lack of variation in the enemies you'll encounter – you'll only really ever see four or five properly different types of baddie throughout the entire game. The really great South Park characters are locked up in the multiplayer, and you'll begin to feel very lonely wandering around one-player with only malfunctioning robots or manic cows for company. Getting the opportunity to chuck snowballs at the other boys as they wander around the first level makes you wonder why Iguana didn't make this a proper one-player feature, or even a sub-game to liven things up a bit.

The levels, at least, are fairly well-designed, with enough bridges, corners, hills and drops to make progression vaguely interesting, despite their overwhelming linearity. The scenery is disappointing, though, created largely from pure white snow-covered hills and flat brown caves. There are exceptions – such as the supermarket in episode five – but they're few and far between, and the general featurelessness makes getting lost incredibly easy. Glance around the page and take a look at that mist, too – shocking, considering everything that Iguana learned from the development of fog-free *Turok 2*.

Multiplayer is a mixed bag. It's not that it isn't fun – it is, but only because all the characters have their own inventory of samples and animations, and seeing and hearing all that in action, with friends in the room, is bound to be funny. It's the actual




It's like teaching an alien to suck eggs. Bite on it, bite it hard you dirty (bleep)

*game* part that proves such a missed opportunity. The weapons aren't balanced enough, the arenas are too big and confusing, and the graphics are so jerky in four-player that it's impossible to aim before your opponent's run off elsewhere. Still, it's the part of *South Park* that you'll enjoy most, and it'll give you more of a belly-laugh than serious boys Turok or Bond.

The multiplayer does give us serious doubts about just how 'cutting-edge' *South Park* is, though. Nintendo *have* let a whole load of swear-words, Kenny deaths and bleeped cusses through, but none of the weapons produce any blood, and characters are 'knocked out' rather than killed. Messrs Parker and Stone appear to have kept a tighter leash on what's allowed to pass than we'd originally thought, so it's worth remembering this before you rush out to buy the game expecting a glut of the old red stuff.

Above all, though, even if the graphics, the repetitiveness and lack of variety could be excused, the game just won't last long enough. As long as you conserve your ammo, levels are a basic case of walking backwards away from the advancing enemy and shooting until they're dead. The game doesn't attempt to surprise you – spend more than a few seconds walking in an open area, and you know that any minute another horde of aliens/cows/toys will launch themselves upon you – and with the bosses being the only incentive to carrying on, you'll whizz through it in no time.

And yet it's just funny enough, just good-looking enough, and chock full of so many great samples, that South Park addicts should just about be satisfied. It's not a *Mario* or a *Zelda*, a game that you can show off to your family and demonstrate what a wise decision buying an N64 was – in fact, show them *South Park* and they'll probably chuck the machine in the bin and you out of the house. But it's close enough to the TV show to make it funny, reasonably likeable and limited fun. And it beats sitting on the sofa stuffing Cheesy Poofs into your mouth all day.

**JAMES ASHTON**

**LIFESPAN** *Press Start and South Park is nothing more than the most basic first-person shoot-'em-up you'll ever play.*

# Boss hog

If *South Park* looks a bit dismal, it's probably because it's saving the really big polygons for the end-of-episode bosses. It's a tad irritating that failing to destroy a boss means having to fight your way back through the level to reach him again, but at least this ups the challenge and riles you up enough to keep trying. We've shown you two or three of the big boys here, although there are more, including the hard-as-nails end of game boss who you'll need an arsenal the size of Cuba to deal with.

None of the bosses are particularly difficult to beat if you've got the right moves. Circling is a useful tactic – move backwards and side-step simultaneously, while slowly turning to keep the boss in your sights. This is a useful tactic to sneak round the back of him, where his weak spot is normally to be found. Often, if you can get some object between you and him, you can attack without fear of reprisal – the amorphous blob on Level 2 is particularly susceptible to this tactic.

As for weapons, the Sniper Chicken always reaps rewards – it's fast, accurate, and guaranteed to down even the most resilient super-baddie in a maximum of ten shots. Failing that, switch to a super-charged dodge ball and hammer them to Kingdom come. The only other piece of advice to offer is that if you run out of ammo, give up. The snowball, even in its urinated form, will hardly make a dent, so do the manly thing – quit and try again. You know it makes sense.




◁ A giant turkey, silhouetted poetically against the night sky.

◁ The interior of this spaceship is where you get to confront the evil aliens.

▽ Mr Hat's taken a turn for the worse...

△ ...he's taken to controlling his giant robot in an attempt to snuff you out.

◁ This blob has an eye that pops out at a moment's notice.

▽ Here's what happens when you defeat a boss – chicken breast portions all round.

**6 VISUALS**
The characters and cut-scenes are fine, but there's too much snow, and far too much misting.

**9 SOUNDS**
Laugh-out-loud funny and clear as a bell. Even the Christmasy music does the N64 proud.

**5 MASTERY**
We remember *Turok 2* reaching new heights, so what's gone wrong since?

**6 LIFESPAN**
Not enough levels, not enough variety, but the multiplayer will amuse you for a while.

**VERDICT**
A fairly monotonous first-person shooter, but the greatness of South Park has rubbed off on it well.

**73%**

**PREVIOUSLY IN N64** *Micro Machines 64* was given the Future Look treatment in issue 20.



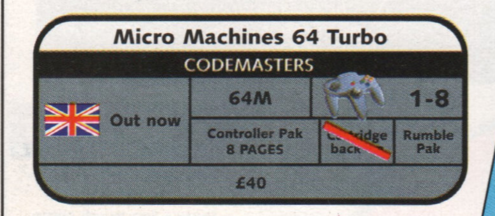
A misfired rocket, a wily opponent and a monstrous green dragonfly. Yoiks.

Peas and carrots. Essential roadside boundaries. Apparently.

I found one of these in my breakfast the other day. Very odd.

Bunsen Burners ahoy! Hot stuff! Snark.

More Dune Buggy action. It's like the Paris-Dakar rally. But smaller.



| Micro Machines 64 Turbo | | | |
|---|---|---|---|
| CODEMASTERS | | | |
| Out now | 64M | | 1-8 |
| | Controller Pak 8 PAGES | Cartridge back | Rumble Pak |
| £40 | | | |

# MICRO MAC

## *Micro Machines* screams onto the N64, showing pretenders like *Penny Racers* exactly how to drive teeny tiny cars....

**Driving an inch-long Mini Cooper around the breakfast table whilst avoiding monstrously large condiments isn't something you see every day. Unless you're James, who still has nightmares about 'Honey, I Shrunk the Kids' (on a bad day, all he can do is whimper, disturbingly, "The bees! The bees!"). But then, he is under a lot of stress, the poor lad.**

Dune Buggies. Slippy, slidey, sandy fun. They're fast, too.



But anyway. Recent research has discovered that, beyond any reasonable doubt, it is empirically impossible for anyone but the most committed of Tibetan hermits to have failed to have heard of *Micro Machines*. A couple of sterling appearances on the SNES and Mega Drive, and the all-conquering 3D version – *Micro Machines V3* – on the PlayStation and PC, have ensured the immortality of racing tiny cars through terrifyingly inflated domestic environments. And it's always been cracking fun, especially in the mad pad-sharing multiplayer stakes.

*Micro Machines 64 Turbo*, though, comes as a teensy bit of a disappointment. Not that it isn't grin-enticingly enjoyable (because it definitely is), or that it's simply a bit rubbish (because it certainly isn't), it's just that, if you've been anywhere near a PlayStation in the last two years, you'll have seen practically everything that *Micro Machines 64 Turbo* has to show. With a couple of minor exceptions, this is a completely faithful conversion of the *V3* instalment. No real surprises, nothing startlingly new – you know exactly what you're going to get. It's just a shame that we've had to wait so long for something the world and his dog have already played to death.



**LIFESPAN** ***The simple but addictive action will keep you entertained for a healthy span of time.***

And that's the major grumble out of the way. What you're left with is, as always, a super-slick ensemble of miniature racing fun. 48 tracks (running the gamut from breakfast tables to school desks to the back garden and beyond), 32 vehicles (from sports cars to tanks to powerboats) and an emphasis on fast, furious fun, all

## SWISS TONY'S CAR EXCHANGE

**Brilliantly, *Micro Machines* awards you prize cars for winning races. You can then test drive them, and use them as 'bets' whilst racing a friend. A thoroughly smashing idea.**

*Come first in a race and you'll receive a prize car, such as a VW Beetle, or a hovercraft, or a six-wheeled tank-thing. You won't find these elsewhere in the game.*







*Ooh, they're all flowery. Like, cosmic.*



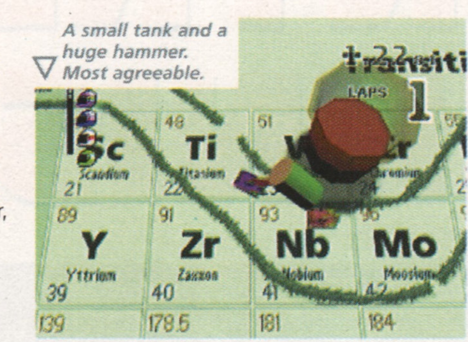

*You won it fair and square. Go for a drive.*

*Go to 'Stats', and you can Test Drive your car to see how good it is. Obviously, some are better than others. Race a friend and you can both stump up a car as the prize, the winner being able to save their spoils to their memory pak. Great, eh?*

## DEALS ON WHEELS

32 vehicles, eh? That's loads. Of course, when playing through the game, you can't pick and choose which ones you want to use, but, rather, you're given a certain car on a certain track, making each race a little more exciting as you discover which mode of transport you're going to be using. In multiplayer, you're given, again, certain tracks with certain vehicles accompanying them, but you can also scroll through 'themed' tracks with a given car, giving you a modicum of choice. For instance, you can choose to race old-style Formula 1 speedsters on any of the pool table tracks, and so on. Our favourites, so far, are the hyper-fast lorry rigs that you get to hare around the garden in, on 'Difficult' level.

*A small tank and a huge hammer. Most agreeable.*




*Ah, the old ironing board leap. Tricky.*




*The truck. It goes like the clappers, which is odd for a lorry.*

**WHAT WE'D LIKE**
It would have been nice to have some more N64-specific stuff in *Micro Machines 64 Turbo*, although, obviously, a completely all-new version would have been the bees knees. In particular, we miss the impossible-to-control helicopters and madly fast jet planes that haven't made an appearance since the top-down days of the SNES/Mega Drive/PC *Micro Machines 2*. But hey! At least we don't have to wait for the levels to load, which is an obvious benefit over the PlayStation's *Micro Machines V3*...




make for an experience as charming as it ever was. Racing through school chemistry equipment (and exiting a bunsen burner as a ball of flame), swerving around a Godzilla-sized sleeping dog, speeding through the garden pond – all these skewed-perspective set pieces haven't lost their power to entertain, and, as a single player game, the simple but addictive action will keep you entertained for a healthy span of time. It's also graphically superior to the PlayStation version, with a few neat N64-ified explosions and effects thrown in. The welcome bonus of well-implemented analogue control makes for far more precise cornering – and this brings us to the main N64-specific tweak. The titular 'Turbo' option means that, up to a factor of five, you can increase or decrease the speed of the game, allowing you to choose from a sedate Sunday-driver pace to a barely controllable, seemingly rocket-assisted pelt.

Which makes the ever-present multiplayer options even more breakneck, should you so wish. Forever touted as *Micro Machines*'s greatest strength, being able to hurtle around with up to four friends (with one joypad each), or even eight (two people to one joypad), is still a refreshingly hectic experience. There's a smattering of power-ups, too, which, whilst not as inventive as anything you'll find in Nintendo's own games, add a certain by-hook-or-by-crook underhandedness to the proceedings. Opponent-shoving forcefields, mines, rockets and dirty great car-smithereening hammers all make an appearance, but the cream of the crop must be the spring-loaded claws that grab race leaders and yank them behind you. Top stuff.

The stop-start action, though – once somebody gets a whole screen-length ahead, the race stops momentarily and they get a point – can be irritating, and coming to a console with such a blistering collection of inspired friend-battering options somewhat dulls its impact. It's great fun, certainly, but, crucially, we'd still rather play *Mario Kart* or *F-Zero X*. But it's better than *Diddy Kong Racing* multiplayer... (letters of vengeance and outrage to the usual address, please) (*Ooh, you've really done it now* – Ed).

So, then. We'd certainly recommend *Micro Machines 64 Turbo* as part of your games collection, simply because it's, well, *Micro Machines*, and therefore a hoot. But even so, it's not, understandably, as great a game as it was two years ago, and therefore not as essential a purchase as it might have been. It's good, clean fun all the same, though – and that's what counts, eh?

**JES BICKHAM**

**8 VISUALS**
Small but perfectly formed; clean, crisp and nicely detailed.

**5 SOUNDS**
Engine noises, various sound effects and terrible 'tunes'.

**7 MASTERY**
Obviously it does nothing the PlayStation didn't do, but there's a heaving multitude of options.

**8 LIFESPAN**
Loads to do, but the multiplayer mode will draw you back again and again.

**VERDICT**
*Micro Machines* is getting on a bit now, but it's impossible to dislike. Simple, furious racing fun.

**86%**



**PREVIOUSLY IN N64** We reviewed the Japanese version of *CCT*, *Let's Smash*, in **N64**/23.

# CENTRE COURT TENNIS

| Centre Court Tennis | | | |
|---|---|---|---|
| BITWAVE | | | |
| Out now | 64M | | 1-4 |
| | Controller Pak 10 PAGES | Cartridge back | Rumble Pak |
| £40 | | | |

Plenty of characters to choose from, though they're all pretty similar.




The old replay. A nice way to enjoy a beautiful return, eh?




America's big old court. Nice, wide and perfect for those volleys down the line.

Fault. Gaaaaaah! You've really got to time those serves right, or this happens.

**VISUALS 5**
Reminiscent of *Smash Tennis*. On the SNES. Not bad.

**SOUNDS 6**
A Japanese special combo of keyboard trumpets. Oh, and *some* sound effects too.

**MASTERY 5**
Fast, smooth but hardly dazzling.

**LIFESPAN 8**
Awash in options and tremendous in multiplayer. Grab some friends and play.

**VERDICT**
*Centre Court* is a sturdy tennis game, with an attractive multiplayer. It's a long, *looooong* way from being perfect, but, well, it's a good first effort.

**67%**

## Tennis on the N64! Not *great* tennis. But still...

**Fact is, *Centre Court Tennis* – or *Let's Smash* as it was known in Japan – just *isn't* as good as either Namco's *Smash Tennis* or Nintendo's *Super Tennis*, games that it so desperately wants to be. And isn't. It's not as clever, not as varied and, well, it cheats a bit.**

There're two main problems: first off, there's just simply not enough variation in moves. A fairly run-of-the-mill return stroke and a slightly underwhelming lob really doesn't amount to a whole hill o' beans, does it? Especially when you consider the sheer volume of shot-playing knowledge someone like, oooooh, Sampras must be carrying around beneath that velcro-like head of hair. Which leads us onto the game's second problem.

During matches, there seems to be a certain lack of, erm, shot compliance. See, the return *can* be varied with some careful analogue pushing, but it's a difficult and frustrating process, especially when – as tends to happen – you choose to return the ball to the right and the game doesn't fancy it too much, sending the ball straight down the middle instead. Which naturally gives your opponent a better – and not really very *right* – chance of recovery.

This heavy-handedness in the control department is annoying. The whole point of a tennis game is that you can react to where your opponent is positioned and play winning strokes accordingly. And in a split second. In *Centre Court Tennis*, it doesn't work like that. Often the game just doesn't *do* what you ask it, which means matches against the computer are endlessly predictable. They play a shot, point scored. You play a shot, maybe there'll be a point scored, maybe there won't. It's *that* random, regardless of the quality of your shot.

Of course, when things go right, *Centre Court Tennis* is a good little game. Matches are quick and the locations make for some interesting variations in surfaces and, therefore, some *slight* differences in the way the game feels. What's better than this, though, is the multiplayer, which pits similarly disadvantaged human players against one another and, as a result, evens out the playing field a bit. When there's two of you – and even moreso, four – *Centre Court* is fantastic fun. And, strangely, shot-playing is a little steadier, with nowhere near as many returns going begging... or, perhaps it just seems that way because all four players become conditioned to the game's shortcomings. Either way, multiplayer is great.

And this positive thread isn't *entirely* lost in the one-player game. *Centre Court* is basically a solid tennis game. It's got plenty of courts and players, an abundance of extra features – including a Player Creator – and there *are* some shots, hidden away, that make a difference to the game. Particularly the smash, which, when pulled off, zooms across the court, followed by a rainbow-tinged trail. And this, as it turns out, is the key to beating the CPU. Master the timing of the smash and the other shot-related problems clear up a little.

Which leaves *Centre Court* as a poor man's *Super Tennis*. But a passable, pleasant, *cheerful* poor man's *Super Tennis*, all the same. And, if it's going cheap, why not try it...?

**TIM WEAVER**

**PREVIOUSLY IN N64** We reviewed *Choro Q*, the Japanese version of *Penny Racers*, back in issue 20. We didn't think all that much of it.



Mighty fine two wheel driving.

Watch as the CPU nicks all your best car parts.



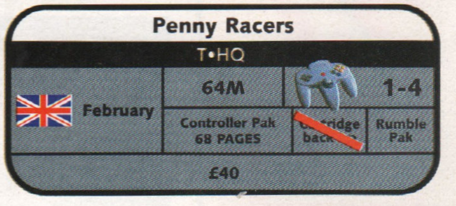
Wow! Found a track with scenery. Quick, take a picture of it. Time to switch off the machine.



# PENNY RACERS



James potters along in his Mini, still just a little uncertain about the highway code.



| Penny Racers | | | | |
|---|---|---|---|---|
| T•HQ | | | | |
| February | 64M | | 1-4 | |
| | Controller Pak 68 PAGES | Cartridge back | Rumble Pak | |
| £40 | | | | |

## Flies like a pig, squeals like a chicken...

**When we slapped a 56% mark of mediocrity on *Choro Q* in issue 20, we still had the faintest glimmer of hope that the English translation, *Penny Racers*, would reveal hidden depths to the game. Alas, we were sorely mistaken.**

It's *still* ugly, it's *still* basic, and it's *still* the slowest thing ever committed to silicon. Having the options screens in English makes it easier to choose upgrades for your car, but it doesn't turn the game into anything like the *Mario Kart* fun fest it aspires to be. The object of the game is to win races and earn enough points to customise your miniature clockwork car to your heart's desire. You can give it a free paint job at any time, or you can splash out on accessories from motors to rocket launchers. It sounds fine in theory but even when you've got yourself a hefty new engine and a nice weapon to blast your way through the opposition, the game remains so utterly uninspiring that ten minutes spent pottering around the track seem to take an hour to shuffle by.

The cornering system is reasonably competent – you give a quick toot on the horn and perform a 90° twist and roll – but the cars stick so tightly to the road that you're rarely called upon to use it. It's only when you've given the old jalopy a severe upgrading that the game starts to handle as if it isn't on rails, but since the computer cars cheat like computer cars have never cheated before, winning enough points to buy the necessary upgrades is a long and arduous process.

Multiplayer races suffer from the same problems as the one player game. When a weapon hits a car it stops dead. Wars have been fought and won in the time it takes to accelerate back to top speed. Even the courses are dull, most of them consisting of prairie-like expanses with a rock in the middle and a few token ramps, the hitting of which offers no advantage or shortcut.

Just as well you can design your own tracks then. The English translation makes the course editor a bit easier to figure out, and you get enough track segments to make some fairly challenging circuits. Stick plenty of hairpin bends in them and you'll actually find a use for the cornering system. You can't change the backgrounds though, so every track you make will feature the same stomach-churning colour scheme, but it's a small price to pay for the opportunity of getting some enjoyment out of *Penny Racers*.

Not that it's going to cause a stampede at your local game shop. There are just too many far superior alternatives available, and a lot more exciting ways to get rid of that spare cash that's burning a hole in your pocket. How about buying a nice calculator and ruler set? A plastic skeleton that glows in the dark? Or maybe some new bags for the vacuum cleaner...

**MARTIN KITTS**

An action shot of the mighty sushi wagon speeding round a corner at about 10 mph.

If only a few more of the courses had bends like this one.



**5 VISUALS**
Boxy cars, bland tracks, feeble backgrounds.

**5 SOUNDS**
Behind the boring engine drone lurk tunes of the tinkly variety.

**4 MASTERY**
It's a masterful cure for insomnia at any rate.

**6 LIFESPAN**
Enhancing your car *can* be fun, if you're the Lego-building type.

**VERDICT**
Translated into English, but only marginally more interesting. Stick with *Mario Kart*.

**58%**

The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

**PREVIOUSLY IN N64** We took our first look at *Mario Party* back in issue 24.




*Player One – that's you – controls Toad as he deals with Bowser.*

*Mario's board. Move Luigi three spaces forward for extra special sub-games. Tasty.*

*Good fun, this. Four of you are dropped onto the board. Now avoid ghosts.*

# IMPORT ARENA

# MARIO



*The dice. Start it in motion and then let it dictate where you go. Seven!*

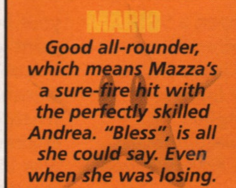
*Button-jab your way to victory.*

*Looks a little like SNES Mario games, eh? Follow the path.*

*There's a healthy mixture of 2D and 3D in Mario Party.*

## STAR PERFORMERS

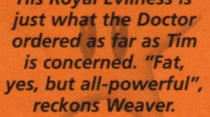
Same beautiful characters, same scraps over who would be who. The **N64** team got to battle...



**MARIO**

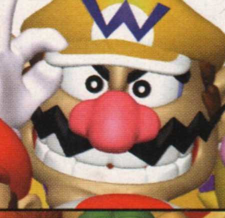
*Good all-rounder, which means Mazza's a sure-fire hit with the perfectly skilled Andrea. "Bless", is all she could say. Even when she was losing.*





**WARIO**

*His Royal Evilness is just what the Doctor ordered as far as Tim is concerned. "Fat, yes, but all-powerful", reckons Weaver.*



**YOSHI**

*Wil's choice. "Yoshi is always happy – just like me." Whilst the rest of the N64 team begged to differ, Wil went on to win. A lot.*



**DONKEY KONG**

*"This'll be mine, then!" shouted James. Shamefully, he couldn't quite muster up the same sort of luck he used to get in Mario Kart. Fool.*



**First, a confession: we haven't finished this game. Yes, yes, we know what it says on the reviews intro page but we have a really good excuse: you're not really *meant* to finish it. It's a party game, you see, but unlike even the best parties, this never comes to an end. It just keeps on rocking, forever and ever. A bit like B*Witched.**

Anyway, *Mario Party* is from Nintendo and it features the fat bloke himself and all his mates. Unfortunately, it's time for another apology. Again, not our fault, exactly – we were just translating the Japanese Nintendo press release – but you know where our preview said you had to collect 20 coins to get a star? Well, um, it turns out that you don't. All right? Can we get on with it now?

Someone at Nintendo must have had one too many family Christmases. Let's set the scene: it's Boxing Day, your whole family have stuffed themselves stupid on Christmas dinner leftovers and are now lazily languishing all over the sitting room furniture. And floor. Your Gran's snoring quietly in the corner, brother's watching some rubbish war movie, Mum's still fussing over whether anyone wants coffee or not, and your Dad's belching contentedly and finishing the liqueur chocolates. And then, suddenly, without any apparent external stimulus at all, your little sister pipes up gleefully, "I know! Let's play (insert your most hated board game name here)" so beginning several hours of long-drawn-out arguing, name-calling and other such petty squabbling. *Mario Party*'s aim is to put the fun back into the board game experience. Albeit without the use of the board.

**VISUALS** ***Set in stunning 2D,* Mario Party *looks much like Yoshi's Story in terms of design and layout.***

Yoshi: "Run around! Sorry, came over all Mike Reed, there..."

Like *Kiratto Kaiketsu* before it, the challenge *Mario Party* faces is to bring something to the whole board-gaming experience that only the leap into the

GO! GO!

# PARTY

## Drug-free, but addiction guaranteed. Just say 'Yes'.

| Mario Party | | | |
|---|---|---|---|
| NINTENDO/HUDSON | | | |
| Out now | 64M | 1-4 | |
| Spring | ~~…troller Pak XX PA…~~ | Cartridge back-up | Rumble Pak |
| ¥7900 (approx £40) | | | |

**MEET THE FOLKS**
Faithful readers of my infrequent reviews might remember that I'm married with a kid. Well, *Mario Party* afforded the three of us the opportunity of ganging up on cute little Yoshi and giving him the hiding he richly deserves.

We are (for the record) a two and a half-year-old, a 21 year-old woman and a 21 year-old bloke. Oh, all right, 31. And more than that – at various points throughout the games we played together, there were some truly memorable scenes – all of us screaming in unison at Yoshi-the-double-crossing-schweinhund-dragon, me screeching at Jack to stop smacking me with a large hammer, YJ yelling at me for trying to rob her rucksack instead of ganging up on Yoshi as we'd previously agreed – you get the idea. Now if that isn't a game with true accessibility, I don't know what is. This degree of excitement, the sense of urgency, fierce concentration on the task at hand, is achieved because *Mario Party* makes you care.

digital void can achieve. Graphically, *Mario Party* is no great shakes – if you're a 3D obsessive, that is. Set in stunning 2D, and looking much like *Yoshi's Story* in terms of design and layout, the game is going to stand or fall by virtue of its gameplay. And luckily-enough, we can tell you right now that *Mario Party* plays brilliantly. *Mario Party* is a board game in the same way that a Honda CBR900 Fireblade (*A very fast motorbike indeed* – Motoring Ed) is a pushbike with an engine. Set in six different worlds, the board's spaces weave their way along lush, colourful and obstacle-strewn pathways which diverge and re-converge with great cunning, ensuring that something interesting will happen to you on every single go.

Now we say 'with great cunning', but you could also make a pretty good case for 'in an extremely irritating manner'. On three occasions we managed to reach a different area of the board in Donkey Kong's jungle-land, only to get chased by the stupid monkey right back to where we'd come from.

Getting into the game is simple, though. Four players go at it each time, so if you're on your lonesome, three friendly computer opponents will join you. At least they're friendly at the start. But this is no ordinary console board game, and right from the beginning, elements reveal themselves which smack of good design, careful thought and a sense of fun. After deciding the order of play, each player picks their way along their chosen path. Then at the end of each complete turn (when everyone's had a go), you are launched into one of the mini games which is where the intelligence comes in.

**MASTERY** ***Right from the beginning, elements reveal themselves which smack of good design, careful thought and a sense of fun.***

If you're too lazy to read, or, can't, because you're two-and-a-half years old, the intro screen to each mini game shows your characters waiting in line. Hit a button and you see the corresponding in-mini-game action for that button, meaning no one gets thrashed because they don't know which ones to press. Genius.

And the essence of *Mario Party* lies right here in these mini-games, and all mini-games are not created equal. There are 50 of the blighters, and they're organised by the number of participating players in each round. You can be on your tod pitched against all the others, play a level match with two apiece, play alone, or,




△ *Welcome to Yoshi's board and one of the sub-games.*
◁ *Look behind you, Mazza! Then run. Very, very fast.*

## WELCOME HAPPY MINI GAMES

They're nearly all urgent, hilarious fun, but these are the ones that made us shout the most:

### UFO CATCHER
**(1 player)**
Catch an, er, UFO, then smash it to bits. Sounds simple. Sadly, it's really, really tricky.



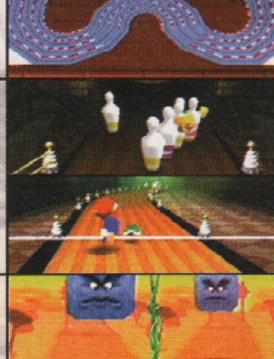
### KOOPA BALLOONS
**(4-way battle)**
Koopa's ego gets even more inflated as you race to bust him wide open.

### MINI MARIO KART
**(4-way battle)**
Mini, unfortunately, meaning not all that good. Still, give it a go...



### SUMOGURI MARIO
**(4-way battle)**
Get it off your chest, with deep sea diving – reminiscent of the Game and Watch stuff.

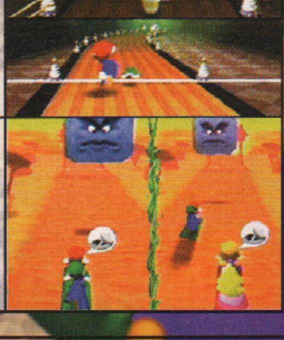
### BOWLING GO! GO!
**(1 vs 3)**
Turn into a skittle for the day and jump when you see the turtle.



### BALL RIDING
**(4-way battle)**
On logs they call it log-rolling. What do they call it on balls?

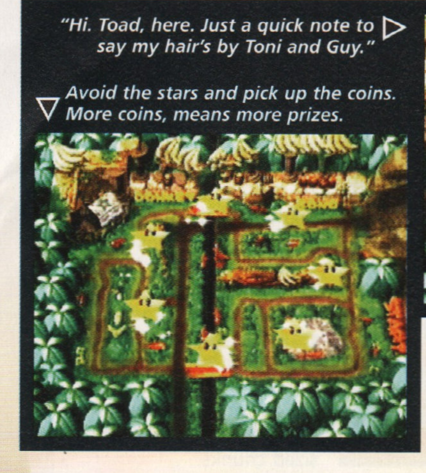


### DANGEROUS RACE
**(2 vs 2)**
Excellent stuff! Mario and Luigi vs. Princess and Wario in a strange snowboard-style head-to-head.



"Hi. Toad, here. Just a quick note to say my hair's by Toni and Guy." ▷

▽ Avoid the stars and pick up the coins. More coins, means more prizes.



and it's often the best, launch into the free-for-all four-way battle. For our money, these are easily the best, creating tension, excitement and playing to the intrinsic strengths of the N64.

You want to bash the next guy clean off the giant mushroom because you'll get points. Which means the others won't. And next time you miss out on a star, don't worry, because if you focus on making the right moves on the board, you can land on a square where you get the chance to nick the star off someone more fortunate than you. And all the good feeling created by such acts of trickery feeds back into your next four-way confrontation, where now you have a REALLY GOOD REASON to get your own back on Luigi, or DK or whoever. Which means you're more motivated, more focused… and even more ready to get up close and personal with your hated opponent next time.

Like all computer board games, *Mario Party* was always going to live or die by its ability to draw the players in and create a truly fun game. This it does, in spades. Through clubs with heart. What a diamond. Thank you and good-night.

**MAX EVERINGHAM**

△ Three more spaces for you, young lady… and then a spot of UFO Catcher.

▽ Mazza. Resting after a couple of spaces worth of walking. Slim Fast for him.



**FUN SIZE**

So many mini-games, so little time. This is how they break down:
4-way battles = 24
1 vs 3 = 10
2 vs 2 = 5
1-player games = 11.



**ACCESSIBILITY**

English-Japanese accessibility
Lots of text, but the mini-games are fairly self-explanatory.



**8 VISUALS**

Beautiful 2D – no polygon-fest here but looks better than a Monopoly board.

**4 SOUNDS**

Plinkety-plonk, plinkety-plonk. Aaaahhh, yes.

**7 MASTERY**

Doesn't push the hardware, but Nintendo's imaginative non-conformism triumphs again.

**9 LIFESPAN**

Its party nature means you won't be playing it every day, but when you do, you'll love it.

**VERDICT**

You'll laugh, you'll cry, you'll lose friends. *Mario Party*: Does exactly what it says on the box.

**80%**

PREVIOUSLY IN N64 We previewed *Nightmare Creatures* back in issue 21.

## Slick mover

New moves are revealed to you at the start of many levels, but they're available right from the start if you know which buttons to press. Random button-mashing will often result in two or three hits, but there are some killer moves waiting to be found if you've got the willpower to try out every possible combination. Experiment on the big blue creatures, because as long as you keep hitting them, they'll stay on their feet until you chop their legs off. When you tire of beating up the corpse, run towards it and press A and B together to dice it into bite-sized chunks.





△ *Blue monsters rule when it comes to practicing combos.*



*You can even remove their limbs one by one. Tasty!* ▷

# NIGHTMA CRE



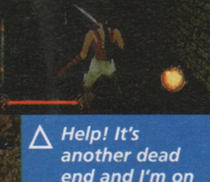
| Nightmare Creatures | | | | |
|---|---|---|---|---|
| ACTIVISION | | | | |
| (US) Out now | 64M | 1 | | |
| (UK) TBA | Controller Pak 2 PAGES | ~~Cartridge back-up~~ | Rumble Pak | ~~Expansion Pak~~ |
| $50 (approx £35) | Game kindly supplied by **CA Games** 0141 334 3901 | | | |

## Cardiac arrest

Worse even than the camera and control system is the adrenaline meter, represented by a beating heart in the corner of the screen. Fighting monsters keeps it topped up, but as soon as you've killed everything in a section of the level and you're searching for the way out, it drains away very quickly. Without things to fight, your character suddenly drops dead on the spot. If you're really stuck, you'll soon find your lives whittled away and your patience with the game at a new low. Remember to turn it off before you start.



△ *Hmmm. Which way now? Better go and explore a bit.*



△ *Help! It's another dead end and I'm on my last life.*



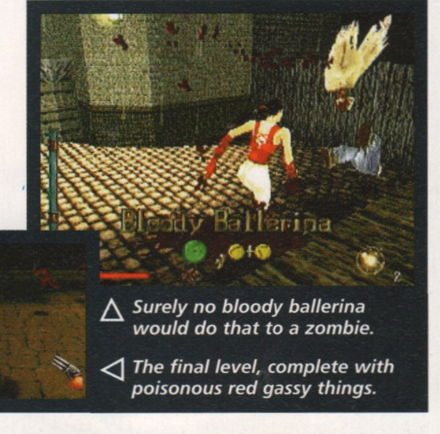

◁ *Thanks very much, game. Remind me not to do you any favours.*

**Bit of gore? Bit of blood and all that guff? Fancy some of that gritty realism the N64's detractors so often say is missing from our favourite console's repertoire? This is *Nightmare Creatures*, of PlayStation fame, and it's going to teach you a thing or two about life on the other side of the fence.**

The object of the game is to chop, hack, and generally dismember your way through hordes of foul creatures which, thanks to the evil doings of some mysterious brotherhood or other, have infested the streets of Victorian London. All in a day's work for Father Ignatius and his foxy sidekick Nadia, who are more than happy to help clean up the capital with the aid of a large stick, a Samurai sword, and the strong stomach necessary to withstand the ordeal of washing clothing that has been stained with the innards of the undead. And believe me, there will be lots and lots of innards outed before the game is over.

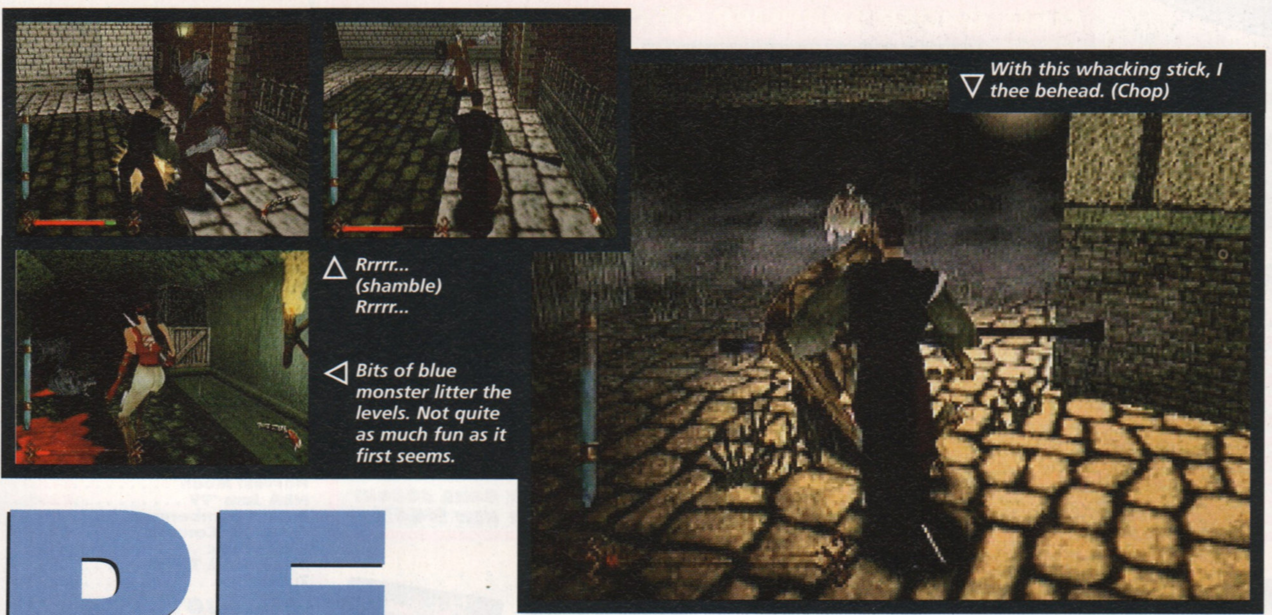
Blood and gore is the game's biggest selling point – correction, *only* selling point – though zombies, and a wide selection of other monsters, are also present in abundance. There is usually more than one way of killing each creature, depending on which move you use to finish it off, so you can elect to batter the things to death with a big combo, *or* you can batter them to death with a big combo, keep the corpse on its feet with a special move, and lop off its limbs one by one with a large pointy instrument. The end result is the same whatever you do, but when a gang of monsters have robbed you of a couple of lives it's rather more satisfying to dispose of the last one using the latter method. Just to teach him a lesson, you understand.

The graphics are crisp enough, although the animation is nothing special, and the locations are dark and moody. But it looks almost exactly like the PlayStation version, right down to the unconvincing lighting and shoddy fog effects – the N64




△ *Surely no bloody ballerina would do that to a zombie.*

◁ *The final level, complete with poisonous red gassy things.*



With this whacking stick, I thee behead. (Chop)

Rrrrr... (shamble) Rrrrr...

Bits of blue monster litter the levels. Not quite as much fun as it first seems.

**ANALOGUE SCHTICK**

The PlayStation version of *Nightmare Creatures* had to use the D-pad because the Dual Shock controller wasn't available then. It's the kind of game that might benefit from a decent control system, and although it's possible to use the analogue stick on the N64 version, it's completely useless. It just replicates the function of the D-pad, except you can walk at a slower pace if you're *very* careful. But it usually just makes your character lurch and shamble around like a town centre drunk. To be avoided.

# RE
# ATURES

## Slash zombies, decapitate monsters, curse the air blue.

has all sorts of transparency and particle effects built in, so it would have been nice if Kalisto, the people responsible for the conversion, had bothered to use any of them. Some of the monsters aren't too bad though, even if none of them are likely to give you the promised nightmares.

Unfortunately, not only does *Nightmare Creatures* look just like the PlayStation version, it plays just like it too. That means putting up with the awful, antiquated, *Tomb Raider* rotate-and-move control system. It's a well-worn technique which has been around since the early days of the Spectrum and, with the advent of analogue control, we thought we'd finally seen the back of it. It turns a basic task, such as walking around a corner in one movement, into a hellish stop-start experience, and if you're being attacked at the same time the whole thing can easily degenerate into a random button-stabbing frenzy, with the camera lurching about all over the place, and your character usually lying dead on top of a pile of zombie parts at the end of it. Fun? Or not.

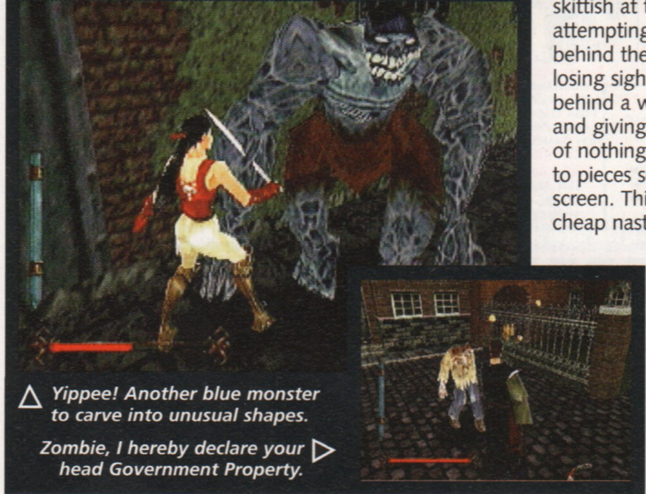
The camera movement is skittish at the best of times, attempting to stay directly behind the character but often losing sight of the action behind a wall, or overshooting and giving a momentary view of nothing while you get torn to pieces somewhere off the screen. This general feeling of cheap nastiness persists into the cut scenes, which happen when something big bursts through a wall and jumps out at you. They're supposed to be atmospheric, but the camera takes so long to shift back to the view of your character that you'll almost inevitably have been flattened by the time you know where you are.

The final nails in *Nightmare Creatures'* coffin are the linearity of the gameplay, the lack of variety in the levels, and the frequent instant death situations that result from the deficiencies of the camera, the control system, and the general design of the puzzles – think you're stepping in a puddle? Nope, it's a water-filled bottomless pit, and your character swims about as well as a puppy in a weighted sack.

*Nightmare Creatures* begone, and don't show your face round these parts until you've played a bit of *Zelda* and, hopefully, learned a few things about how a 64-bit game should work.

**MARTIN KITTS**

The control system makes this boss level virtually unplayable. Awful stuff.



Yippee! Another blue monster to carve into unusual shapes.

Zombie, I hereby declare your head Government Property.

**6 VISUALS**
A bit rough at times, but not so bad if you ignore the jumpy camerawork.

**5 SOUNDS**
Sub-*Quake* rumbles and groans. How very interesting.

**4 MASTERY**
Unusable analogue control makes this one of the most careless conversions we've seen in a while.

**5 LIFESPAN**
Finishing the game is a matter of plugging away through the same sections and remembering where the creatures are.

**VERDICT**
18 months ago we might have welcomed this kind of game to the N64, but it's just an unnecessary blast from the past. Things have moved on.

**57%**



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**PREVIOUSLY IN N64** We first saw *Kiratto* back at Nintendo's 1997 Space World show in Tokyo. Issue 11 had the details.

**You know how you feel when your auntie buys a Pentium II 400 and then only uses it to write the odd letter? Or your Grandad buys a Bentley and then only makes one 300-yard trip a week to the local shop to pick up his baccy? Well, that's how we feel when we see a company release a board game for the N64. It's not just that their under-employing the resources available, it's also a case of 'what's wrong with doing it the old way?'**

Unless, that is, the transfer to the shiny new media enhances the experience in some way. *Kiratto Kaiketsu* from Imagineer is categorised as a board game – it looks like one, certainly, but have Imagineer enhanced the board game experience or is it just another case of overkill?

Even the shortest game of *Kiratto* takes over an hour. When you start, a flappy little angel comes on screen to tell you this, but jiggling with the options can extend your game time to such a degree that you'll get the more amusing comment, 'I don't know how long this game will take. Is that okay?' Er, yes, okay.

Setting things up is quite a chore – the fairy asks you to make loads of choices, including mission-type, number of rooms, names, etc. The board's squares (okay, octagons) take you through a representation of a house, past searchable furnishings and into contact with mission-crucial Non-Player Characters (they give hints). You're locked inside and the only way out is to complete the mission and collect the key from the robot security guard. Because this is essentially a detective game, you're shown a mission briefing at the outset, a detailed floor plan Cluedo-style, and you get to engage in plenty of dialogue with other players. This, and the fact that every move also elicits a dialogue box, means there's loads of text.

The graphics are large and colourful in a splashy, primary way, but they hardly present a challenge to the hardware. The characters are of the perennially popular Manga type, and all of them walk frantically on the spot while you tab through all the options, the first of which is to roll the dice. Moving from square to square allows you to search rooms, gain points, and even get into a fight, cutting to a *Pocket Monsters Stadium*-style combat system. One minute you've got your hand down the back of the settee, the next you're scrapping with a wild dog. Myriad options mean there are many different paths to take and the frequent NPC interactions make this much more than a regular board game experience.

However, compared to *Mario Party*, *Kiratto* shows up as a far thinner experience. With no English translation imminent (or likely), for non-Japanese speakers it's likely to end up as nothing more than a difficult answer to an obscure end-of-year quiz. Fingers crossed for an English version of *Mario Party*, then.

**MAX EVERINGHAM**



▽ Hairstyle! Wil fancies a bit of that blue rinse.

**DECISIONS, DECISIONS, DECISIONS**

This game is heavy on the options: mission choices include retrieving a lost item, bomb removal or allowing the CPU to select for you. Item cards, deployable against 'rival' players include the Stealth Bomber (players within a three-square radius lose all their cards and most of their health), Break Ball, Stun Gun, Grip Shoes and Manipulator Cards. Hmmm.



# KIRATTO KAIKETSU 64 TANTEIDEN

**(CASES SOLVED QUICKLY! 64 DETECTIVE TEAM).**

## Is this really better than a tatty bit of folded card and some plastic counters?

**Kiratto Kaiketsu: 64 Tanteidan**

IMAGINEER

| | | | |
|---|---|---|---|
| Out now | 64M | | 1-4 |
| Unlikely | Controller Pak 22 PAGES | Cartridge back-up | Rumble Pak |

¥7900 (approx £40)



△ "Yo! In da hood and with my homers. Um, homeboys. (What am I doing with my life?)"

Board games as N64 games. Worked better in Mario Party. ▽

△ Two-player dancing/moving round the board. What a laugh.

◁ Big boss man! Stand aside as he shows you how to speak Japanese. Quickly.

**ACCESSIBILITY**

Don't even think about it if you don't read Japanese.

**6 VISUALS**
Well, they're polygons, Jim, but not as we know them.

**4 SOUNDS**
Plinkety-plonk 'Ganbare!' muzak.

**3 MASTERY**
Wouldn't stretch the SNES.

**6 LIFESPAN**
The atsumeru (collecting) aspect will appeal to kids. Kids born in Japan, that is.

**VERDICT**
The huge array of interactive actions, NPC involvement and random mission generation save *64 Tanteidan* from joining Triv in the broom cupboard. You'll need to know a lot of Japanese to play it, though.



PREVIOUSLY IN N64 *Pikachu* debuted at the last Space World show in Tokyo. See issue 11 for more details.

**SLEEPY HEAD**
A heart icon indicates Pikachu's energy levels – he gets tired quickly – so after an outing you'll have to return to your room so he can lay on your bed and sleep. This happens frequently and can be a source of some frustration.



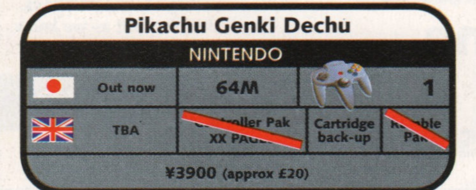



*A cut scene. Pikachu talks to green lizard thing about the latest stock market reports.*

*A weird-looking floaty grey pocket monster has a chat with Pik.*

*"Hello... Strewth. I'm feeling a bit rough. Had a late one on the town last night".*

# PIKACHU GENKI DECHU



| Pikachu Genki Dechu | | | | |
|---|---|---|---|---|
| NINTENDO | | | | |
| Japan | Out now | 64M | | 1 |
| UK | TBA | ~~Controller Pak XX PAGES~~ | Cartridge back-up | ~~Rumble Pak~~ |
| ¥3900 (approx £20) | | | | |

## AW, C'MON PET, DON'T BE LIKE THAT! Nintendo's new Voice Recognition Unit has monsters eating out of your hand!

**The N64 seems to have been typecast into playing the kids' card, and *Pikachu Genki Dechu* doesn't do it any favours in this respect – colours are bright, gameplay involves Pocket Monsters and even the title is sickly sweet. A kind translation would read something along the lines of 'Pikachu says he's okay', but a less forgiving one more like 'Liddle widdle Pikachu is okey-dokey'. The title, you see, employs a childish version of Japanese, to give the impression that our favourite PM is a cutey pie and that you'd love him as a pet. Not a good start.**

But *Pikachu Genki Dechu* is certainly not just intended for kids – the introduction of the Voice Recognition System (VRS) marks this title out as something a little bit special. Voice Recognition technology has a long and distinctly patchy history, as every sci-fi and gaming buff knows, but Nintendo are first – yet again – with a gaming innovation and, again, they get it right first time. It works and it is, frankly, amazing to behold.

**SOUNDS** ***The sound is mainly gentle background ditties but Pikachu's speech is endearing. He elicits a delighted giggle and blubs excitedly.***

The point of the game is to befriend Pikachu, gain his trust and then basically maintain that relationship whilst you explore his world and play with him. The virtual space you and Pikachu inhabit consists of a bedroom full of stuff to play with and a world outside the bay windows for the two of you to explore. First, you have to follow a tutorial to train Pikachu to respond to




△ "I order you to go and rob an off licence!" Hmm. Nothing. Strange.

◁ If you haven't got the microphone plugged in he just won't hear you.

◁ The game opens up with a smart cut scene.

△ Okay, we're all set up and ready to go. "Here, boy!"

◁ The little funster's had an idea! Order him to shut it.

your voice, then you're ready to roll. When Pikachu wants to speak to you, a gauge appears on the left of the screen. An icon of a boy in the bottom right-hand corner indicates when you can and can't talk. Holding the Z trigger and speaking into the mike results in a series of 'voice-waves' being emitted from the boy icon, and then a bubble full of your words loops over to Pikachu and smacks him in the head, delivering your message. The appearance of an exclamation mark over his head shows he's understood.

When he wants to do something, a dialogue box appears to tell you, such as 'Pikachu wants to go and play outside'. On leaving the house, you're presented with a map of the game world to select your destination. There are loads of different activities in the game (too many to list here), but to give you a taster, this is the sort of thing you can get up to:
• Babysitting and feeding caterpillars (with flowers shaken from the trees by your 100,000-volt energy bolt). • Picking up a leaf and making a whistle out of it. • Collecting and eating food. • Playing ball in your room. • Finding the parents of some lost baby animals. • A fishing trip.



△ "Come here!" we tell him. Except in poorly-spoken Anglo-Japanese. Seems to have done the job, though.

Each of these requires you to coach Pikachu through the activity. Call him to get his attention, then give an appropriate set of instructions. Whilst there can be a fair bit of repetition involved, generally speaking to

giving a very real impression of having an actual pet inside your TV. Giving him duff directions in the blindfold game, for instance, can make him blunder and trip over, and even mentioning the electric mouse to him makes him so angry that he ignores your next few voice commands.

One very irritating aspect, sadly, is control when you're exploring. You move around using the 3D stick, mostly with the

**VERDICT** *Nintendo Japan won't follow the herd. They just want games to be imaginative and fun.*

the VRS works brilliantly well. The programming is intelligent too – if you want him to play with his N64, for instance, you can just say "Hey, Pikachu! Do you like *Zelda*?" and he'll nod, then trot right over to the console, ready for a game. The VRS will recognise all sorts of voice commands from any number of speakers. Our play-tester here, Jack, is a two and a half year old native Japanese speaker, I'm a non-native Japanese speaker and my wife was, what, 21 last birthday and native Japanese. The VRS coped well with all of us.

Graphics are large, pretty and perfectly suited to the subject matter. That said, *PGD* is a very pedestrian title, so the hardware isn't exactly breaking new records in the polygon generation and shifting department. The sound is mainly gentle background ditties and a 'Thwock!' sound as your speech bubble strikes home. However, Pikachu's 'speech', if you can call it that, is very endearing. Playing tricks elicits a delighted giggle, games make him blubber excitedly, and so on. His reactions, too, are amusing and draw you in, often

camera revolving around Pikachu's position. Strangely, though, the control is sticky and the game camera never really lets go, so you end up in an immensely frustrating tug-of-war, trying to swing the camera around to the viewpoint you need. This seems an odd thing for Nintendo to trip up on.

I feel inclined to defend *PGD* from those who will inevitably write it off as yet another game for kids. For those still not following the plot, *PGD* is part of Nintendo's whole concept of the future of gaming, as continually expressed by Nintendo of Japan's president, Mr Hiroshi Yamauchi. Nintendo want to change people's perceptions of games. They want to make them more imaginative and fun, bringing families and friends together; making games more interactive and halting the emphasis of graphics over gameplay. So good luck to them. Western gamers and the PC and multi-platform press in particular, consistently fail to understand that Nintendo Japan don't and won't follow the herd.

**MAX EVERINGHAM**

## Fire her up, Jack!

△ *Jack-san. Two-and-a-half and Pikachu works a treat with him. Beautiful.*

***The microphone pak is another great bit of design from Nintendo. You can wear it around your neck for optimum voice pick-up, or, if you're a bit more fashion conscious, you can leave it stuck in the pak itself, poking up from the joypad. Will it ever be released in the West – it rather depends on the success of Pocket Monsters as a whole.***

**STATS MAGIC**
The Game Boy-style Pocket Helper allows you to view statistics concerning your interaction with Pikachu, change game options and that sort of thing. Pressing the start button activates it.

**ACCESSIBILITY**
Nope, sorry. Get the Japanese-English dictionary out.

**5 VISUALS**
Simple, effective, but far from impressive.

**5 SOUNDS**
There isn't much, but what's here works just fine.

**8 MASTERY**
The VRS is a little marvel: small, light and works perfectly. The controls for moving around let the side down, though.

**7 LIFESPAN**
You'll replay it endlessly if you like pets. The repetitive aspects, though, will be too much for some.

**VERDICT**
The *PGD* experience is a bold step. Pikachu really does respond to your voice, just like a real pet. Well done again, Nintendo.

**75%**

COMING SOON FROM THE MAKERS OF N64 MAGAZINE

# The Legend of ZELDA Ocarina of Time



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This month's top guide:

## THE LEGEND OF ZELDA OCARINA OF TIME

We reveal how to get all the weapons and equipment! Handy! 76



GO! GO!

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**On the N64 Big Box o' Letters, there's *always* some little crackers. And this month has been no exception. Soooo, join us as we go forth...**




## 'Decent game'

The ink will fade. *Banjo-Kazooie* is the only decent game I've got at the moment. I didn't send the T-shirts for any reason. Well, I wasn't going to wear them.
**Arron Cruickshank, Bristol**

*That's what we like, brief and to the point. Still, you can't knock that kind of effort. Two Banjo-Kazooie T-Shirts that 'Little' Jes Bickham might just be able to squeeze into. If he can get his MASSIVE slap through the head hole, of course. Just one question remains: we couldn't help but notice those yellow and brown stains on the front. Would we be right in saying these shirts have never been washed?* **Ed**



## Correction corner

Time to start clearing our desks...

I'd just like to point out an error in your latest magazine. You said that you can ride a Triceratops in *Turok 2* and, as everyone knows, it isn't a Triceratops but a Styracosaurus. The Triceratops has three horns, while the Styracosaurus has the multi-horned frill.
**Jon Davies, Wallingford**

*Yes. We've had a few letters about this. Seems Tim's knowledge of dinosaurs begins and ends with Yoshi. He will naturally burn in hell for this. Or something.* **Ed**

On page 99 of **N64**/24 (Nintendo Hotline), the last question says: "How do you confront and unmask Janu on the Statue Park level on 007 difficulty?" It's supposed to say Janus not Janu. Oh, and, later on in the answer it says: "Follow follow the path..." Tut, tut.
**James Potte, Edgware**

*Andrea's fault! But, um, we haven't got round to approaching her about it yet. Bit scared, in truth.* **Ed**

In the first part of your *Legend of Zelda* review, I spotted a mistake by Wil. At the top of page 48, he called it Karariko Village and then, at the bottom in the graveyard bit, he called it Karakiro Village. As any *Zelda* freak knows, it's Kakariko Village. Nice haircut, though.
**Thomas Ellis, Newport**

*Hmm. Yes.* **Ed**

I'd like to correct you on something. You made a spelling mistake in **N64**/23 on page 108, when you called Freezeezy Peak the slightly-less-correct Freezeezy Park. That's all.
**Robert Bartley, Bexley**

*Very amateurish. Whoever's responsible will be pursued relentlessly. (Hope none of the team realise it was my fault.)* **Ed**

## 'Bumped into'

Look what I bumped into on the west coast of Mexico recently. In the nearby town, I also spotted a SNES, Virtual Boy and N64 for sale, while in Guadalahara I saw **N64** Magazine for sale (with Goemon on the front cover). Very impressive!
**Andrea, Sheffield**




*Not bad, eh? Oh, and thanks for the photo. Looks nice on the west coast of Mexico. Better than Bath in late January, anyway.* **Ed**

## 'Same bullet'

In response to James Golding's letter in **N64**/22, it's also possible to get an accuracy rating of over 100% in *GoldenEye* by using something like a Magnum. All you have to do is be lucky enough to shoot through one enemy and hit a second with the same bullet. My best is 400% on the Train level but, I reckon, 600% is probably possible. Anyway, that's all. Goodbye
**Greg Lamb, Top Secret Bunker**

*Believe me, 600% is all too possible. Martin worked that out during a long, hard night of killing.* **Ed**

## 'Cool pictures'

Here's a selection of cool pictures. I hope your computers can display them.
**Daniel Glenfield, Oxford**


So Mr Overton, where's our pony of Zelda?

*Thanks. We liked the GoldenEye one best. Bond would be a happy man if these two clowns were interrogating him. (Especially with those ears – Tim.)* **Ed**

## 'Few jobs'

I am just writing to say 'thankyou'. Since my little brother has had his Nintendo 64, he's bought your magazine. Why the 'thankyou' then, you may ask? Well, each month, when your new issue comes out, he never seems to have quite enough money for a copy so, in return for a little extra pocket money, he offers to do some 'small jobs' for me. You know the kind of thing: cleaning the car, tidying the house, washing my dirty socks.

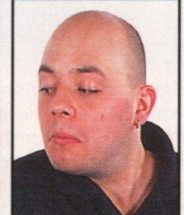
The best job, however, had to be when I dropped my chain down the toilet and, for a fiver, he agreed to retrieve it for me. Anyway, thanks **N64**. I hope you're around for a while. Because jobs need doing, you know...
**Alex Willerton, Grimsby**

*The worst bit about this, of course, is the fact that you were wearing a chain. Rather like Del Boy might. Or 'Big' Ron Atkinson. And, somehow, a fiver just doesn't seem enough.* **Ed**

## 'Celebrity masks'

What's going on over at **N64**? Are you wearing celebrity masks or something? First of all, there was Jes looking like that bloke from Aqua, then there's Tim looking like Michael





Owen and now there's James looking like Martin Clunes from Men Behaving Badly. Whatever next, Andrea looking like Pamela Anderson?
**Sam Walker, West Malvern**

*We were thinking more along the lines of Bella Emberg, actually. But, yes,* **N64** *does seem to be home to a number of top quality look-a-likes. In fact, Tim has been stopped quite a few times in Bath by excitable girls. I haven't. Though, one* **N64** *reader did say that I had a "stupid nose" which is, you know, something to be going on with.* **Ed**

## 'Signed poster'

I bought *Banjo-Kazooie* recently and, in Rusty Bucket Bay, through the porthole going into the room with the bunkbeds, at the bottom left bed, I've discovered there's a signed poster of Berri from *Twelve Tales: Conker 64*. Sorry I didn't take a photo, but my camera's broken.
**Susannah Gill, Cleveland**

*A prime piece of Rare in-jokery, there. Those crazy funsters. Who said they never smile and will machine gun you to death if you find out about their secret projects? Oh, we did.* **Ed**

## 'Buying games'

The logic of some games companies is utterly beyond me. During the summer, I had enough money to buy several games, but the choice on offer was hopeless except for the excellent *Banjo-Kazooie* and *Mystical Ninja*. I ended up buying games like *Forsaken* and *San Francisco Rush* which, at best, can only be described as above average. Then, in the run-up to Christmas, every games company in the world decided to release its games in the vain hope they would be able to compete with *Zelda 64* and *Turok 2*. Surely games like *Body Harvest* and *Space station Silicon Valley* would sell more when coming up against the likes of *Wetrix*? Yes, *Silicon Valley is* a good game, but no one's going to buy it over *Zelda 64*, are they? As far as I can see, the smaller games companies were shooting themselves in the foot.
**John Asquith, e-mail**

*Christmas is traditionally the busiest time for videogames. More machines are sold so, subsequently, more games are going to 'shift'. If you chance your arm at a Chrimbo debut and come out smelling of roses (read:* Tomb Raider*) you'll be raking in the millions forever after (and give yourself an excuse for a couple of marginally different sequels too). That's why* Silicon Valley *and* Body Harvest *came out this past Christmas. But, there does seem to have been a certain lack of foresight, as you point out. Not least because this Christmas had Zelda. And when you've got The Greatest Videogame In The World™ waiting for you down at EB, why would you want to settle for anything less? Hence the reason, we rather suspect, that both* Silicon Valley *and* Body Harvest *– but, particularly* Body Harvest*, for which there were big hopes – haven't come within a country mile of the*



# DREAM ON

**Your dreams realised. Well, sort of.**

**SCHOOL'S OUT**

I don't know about you, but my memories of school lessons are gazing out of the window bored out of my head. School was never as interesting as video games are. So, why not bring video games to school? How about making an RPG adventure where you delve into the daily routine of historical figures, like Henry VIII. This RPG world could be populated by historically accurate buildings and the people you talk to could be dressed in accurate period clothing. Later on, perhaps you could fly a jet plane to a designated destination, guiding it through skyscrapers whilst having to solve a series of mathematical problems. You could even stop off and see how famous buildings – like the Empire States or something – came into being.
**Richard Paine, Thetford**

*A school-'em-up, eh? Doesn't sound like the kind of thing that would have the punters frothing down their blazers at. Maybe if you could slaughter Henry VIII with a 16th century Cerebral Bore, or disembowel Shakespeare* Turok 2*-style before he writes anything else. Er, perhaps.* **Ed**

**Send your ideas for games you want to see to:**
**Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

GO! GO!



## BONUS LETTERS

My bird started to eat the paper.
**Marc Eastham, Oldham**

*Ah, the old bird problem.* **Ed**

They were wearing Captain Hook pirate outfits purchased from Argos (cat no. 370/1140).
**D Mather, Buxton**

*Nice. But not as nice as cat no. 264/4000, we think you'll find.* **Ed**

Will Andrea marry my friend?
**Cardinal Duracell Foo Foo**

*Asda, Trowbridge and now a marriage proposal. Tsch. Some people get all the luck.* **Ed**

Or should I say insuperior?
**Davy James, Llandrindod**

*I wouldn't.* **Ed**

Your magazine is like getting out of a lift where a post-baked bean, silent but deadly, pant-demolishing fart has been lingering for 42 floors.
**James Charlton, Durham**

*Who says we don't ever include praise in the mag?* **Ed**

I can't wait for *South Park* to come out! It's going to be amazing, isn't it?
**Richard Lawler, Woral**

*Um, well the swearing's good.* **Ed**

Forewill eat crow after *Zelda*.
**Name impenetrable**

*Ahem.* **Ed**

What's wrong with Timber the Tiger? If you ask me he's the best character in *DKR*.
**Matt Sealey, Leicester**

*His eyes. Can't... you... see...?* **Ed**

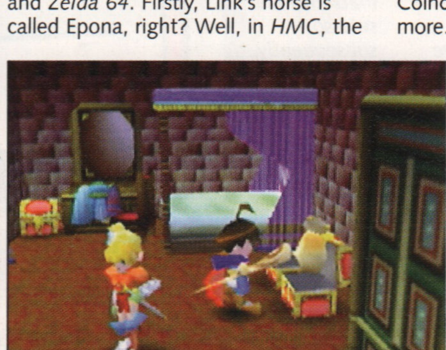
I read your mag, but I also read PC Gamer and was very disappointed with a recent issue. Jes used to write for them, didn't he? And on the page where they introduced him there were NO mentions of Aqua.
**David Sullivan, e-mail**

*Reviewing the world's most accurate 747 simulator is a serious business. Fortunately, now he's on board at* **N64**, *we'll be making cruel Danish jokes until he whimpers like a small puppy.* **Ed**

*Top 30 All Format chart. Still, come the next lean period, at least there'll be something better than* San Francisco Rush. **Ed**

## 'Similarities'

After playing (and completing) *Holy Magic Century*, I've noticed some interesting similarities between *HMC* and *Zelda 64*. Firstly, Link's horse is called Epona, right? Well, in *HMC*, the wizard who defeated The Evil before Ayron arrived on the scene is called Epona too. Then, looking through the first part of your *Zelda* review, I noticed that the elves in Kokiri Forest are called the Kobold, while in *HMC*'s first forest stage, there's a type of Power Rangers-style monster also called the Kobold. Oh, and there's something else too: *HMC* is set in Celtland, and there's an album by Enya called 'The Celts'. And one of the tracks is called 'Epona'. Coincidence... or something more...?
**Antony Wilkins, Dartford**



*Bizarre. And a little bit frightening too, if the truth be told. Look out for 'Orinoco Flow' featuring on the* Super Mario 64 2 *soundtrack. Or maybe not.* **Ed**



## 'Too much'

How do you know when you are playing your N64 too much and losing touch with reality? One sign is when, instead of singing or whistling the current top pop platter in the hit parade, you find yourself doing this to the music from N64 games. *Diddy Kong Racing* seems to be the main culprit, here. Another sign is when you see a CCTV camera whilst walking the streets and think, "Hmm, I'd better shoot that before they see me". I'm looking forward to getting hold of a copy of *Turok 2*, but I dread to think what the side effects might be.
**Matthew Prior, Norwich**

*"Hmm. She's moving at about, ooooh, a couple of miles an hour. I wonder whether I could still get a lock on if I had the Cerebral Bore." We know because we've thought about it. Oh, and no, it wouldn't be possible. But that bloke standing on the street corner...* **Ed**

## So tell me this

I'm a huge fan of Xenia: Warrior Princess and a game of the TV series has cropped up in your Ultra Release list. Can you tell me anything more about it and when it might be coming out?
**Ricky Smith, Leicestershire**

*Xenia is being done by Titus in France (the developers behind Automobili Lamborghini and the forthcoming Superman). Sadly, it seems to have joined the N64's long list of games that have disappeared off the face of the Earth. We hear that it's still on, but currently languishing in development hell. Be sure, when news breaks, we'll be there.*

1. How much is the 4Mb Expansion pak?
2. Are *Shadowman* and *Resident Evil* fairly similar?
3. When's *Mission: Impossible 2* coming out?
**Paul McDonnell, Merseyside**

*1. £29.99 for the official one. Which is your best bet, we reckon.*
*2. Well, they're both liberally doused in blood, guts and, er, bile. But, Shadowman will require you to think a bit more and is definitely a lot scarier. Especially as the enemies are now a mixture of Res Evil's shambling zombies and frighteningly cunning serial killers.*
*3. Probably shortly after the film which is scheduled for later in the year. Let's hope it doesn't take as long, and have as many development problems, as its predecessor, eh?*

1. Are there any plans for *1080° 2*?
2. And *DKR 2*?
**Alex Casey, Poole**

*1. There were. But now Nintendo have set the 1080° 2 team a new task: "developing new hardware". Could this be the fabled N128? Mmm. We doubt it somehow. A fairer bet would be some kind of new add-on. Perhaps an upgraded version of the 64DD.*
*2. Nope. Not yet, anyway. Rare currently have their hands full with Jet Force Gemini, Conker 64, Perfect Dark and Donkey Kong 64. Oh, and some sort of new racing game, we hear. That much-talked-of 'serious' racer, perhaps?*

Are there going to be any Rugby League or Rugby Union games on the N64?
**Kirk Salisbury, Hull**

*Seems doubtful at the moment. Though, with Codemasters on board, we could get a version of their PlayStation game, Jonah Lomu Rugby. Which was a fairly solid game of egg chasing.*

Is ISS '98 worth buying if you've got ISS64?
**Paul Murphy, Liverpool**

*Definitely. Whilst it doesn't, at first, seem that different, there's actually stacks of new stuff, especially moves-wise. And, there's also more teams and better commentary too.*

Send your questions to: So tell me this..., N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

# The N64 Magazine Quiz

## Cash in hand. No questions asked. Well, *some*...

**WIN!! £50!!**

**It gets tougher and tougher this quiz lark, doesn't it? And so it should! 50 quid isn't to be sniffed at like an open sewer. It should be admired, tried for and then cherished.**

So, we've upped the ante a little with this quiz and you'll find the questions even tougher than ever. But, once you've got the answers, scribble them down and send them our way.

| | |
|---|---|
| 1 | *Rogue Squadron* is a co-development between LucasArts and which other developer? |
| 2 | What do the Terrance and Phillip dolls do in *South Park*? |
| 3 | Which review this month had the Japanese name, *Choro Q 64*? |
| 4 | Why are *Nightmare Creatures*' creatures nightmarish? Because they, a) are foul beasts of the night, or b) they were a nightmare to make. |
| 5 | What is *Micro Machines*' full name on the N64? |
| 6 | Which member of the **N64** team does Michael Owen look like? |
| 7 | What did the original *Chameleon Twist* receive when it was reviewed in **N64**? |
| 8 | What is Level 5 in *Turok 2* called? |
| 9 | Name the character from Metroid that appears in *Smash Bros*? |
| 10 | Who wanted the Silver Gauntlets in *The Legend of Zelda*? |

## HOW TO ENTER

It's as easy as falling down a mine shaft and being rescued by the Famous Five.

Good Golly Quiz Folly: Feb of Deceit
**N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

**Rules**
1. The closing date for this compo is February 31st 1999.
2. Employees of Future Publishing are not permitted entry. They have trainers on.
3. The bloke on the corner selling the Big Issue will pick an entry.
4. Prize-wise, try this on for size! Um, it's pounds sterling, see?
5. You gotta reeeeeeal purdy mouth, boy.

## Last month's winner was:

Matthew Stubbs from Bradford

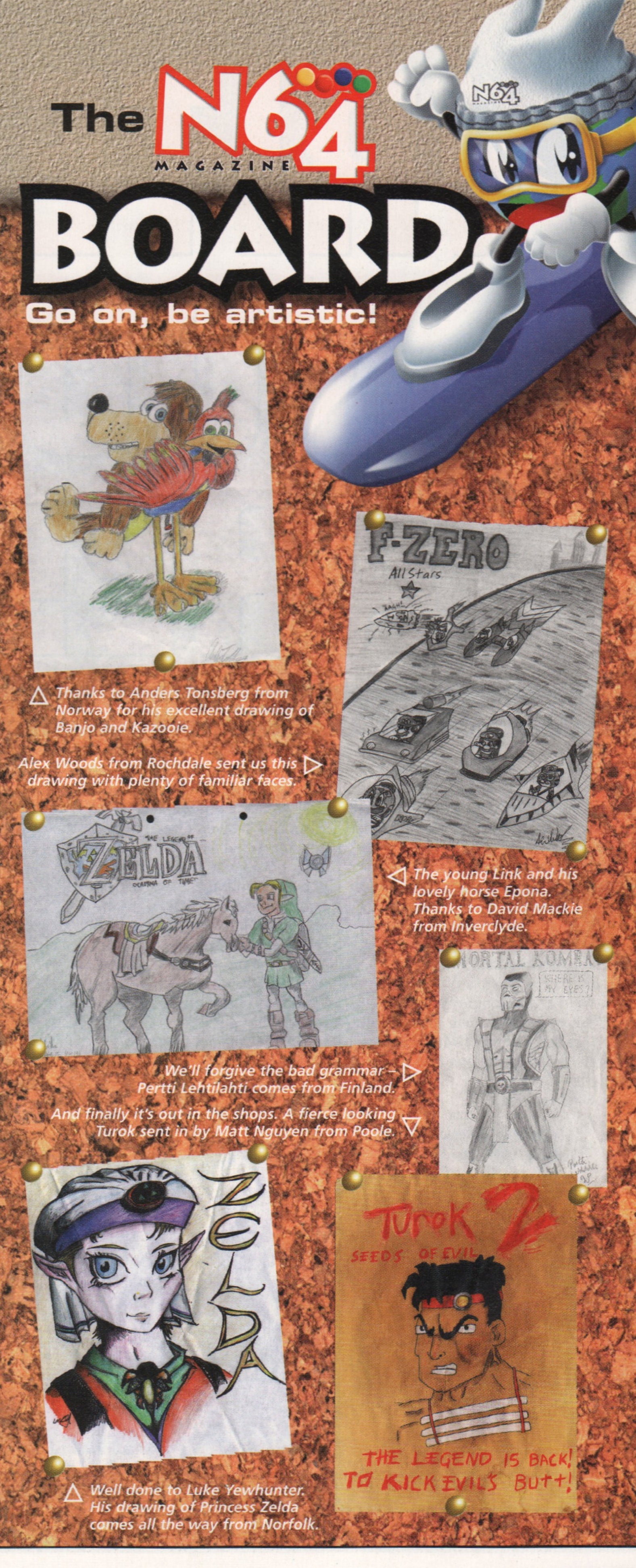
**The N64 Magazine Quiz** *My answers are as follows:*

1. ______ 6. ______
2. ______ 7. ______
3. ______ 8. ______
4. ______ 9. ______
5. ______ 10. ______

Good, no? Oh, and you'll probably be wanting this too...

*Name* ______ *Address* ______

______ *Postcode* ______ N64/25




# The N64 Magazine BOARD

## Go on, be artistic!

△ Thanks to Anders Tonsberg from Norway for his excellent drawing of Banjo and Kazooie.

Alex Woods from Rochdale sent us this drawing with plenty of familiar faces. ▷

◁ The young Link and his lovely horse Epona. Thanks to David Mackie from Inverclyde.

We'll forgive the bad grammar – Pertti Lehtilahti comes from Finland. ▷

And finally it's out in the shops. A fierce looking Turok sent in by Matt Nguyen from Poole. ▽

△ Well done to Luke Yewhunter. His drawing of Princess Zelda comes all the way from Norfolk.

GO! GO! ▷

# WRITE YOU ARE!

## Telling it like it is – the reader reviews page.

**Have you ever taken exception to a review you've read, and just wished you had the opportunity to make your own opinions known to thousands of N64 readers around the world? Welcome to the page where you get the chance to redress the balance.**

It could be that you just want to let everyone know how much you adore *Zelda*, or how bad your nightmares were after an intensive session on *Turok 2*. Maybe Japanese culture is your thing, and you'd like to make it clear which mah jong game offers the most authentic experience.

Whatever floats your boat. Write a review about whatever N64 game you love, hate or cherish, and try and do it in about 100 words. And make sure you remember to include a score at the end, otherwise Andrea's computer will crash. Jot down your thoughts and opinions and send them to:

**Reader Reviews, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**
**E-mail: N64@futurenet.co.uk**

### GOLDENEYE 007

I can't see what all the fuss is about. *GoldenEye* has got good graphics and good sound, but it's way too difficult to get the cheats, and 00 Agent mode is impossible. They should have made it so that you could do the cheats on the D-pad if you can't get them in the game.

The multiplayer mode is supposed to be great but I think it's boring. Whoever gets the best weapon wins, so if you pick up pistols or machine guns when there are grenade launchers or RCP90s lying around you can't win. Why bother? *Mario Kart* is a better multiplayer game and *Zelda* is just better full stop.

**Leigh Madden, Hull**

78%



### IGGY'S RECKIN' BALLS

You gave *Iggy's Reckin Balls* a proper kicking in issue 19 but it's one of my best games. I got it cheap second hand and I haven't been able to stop playing it ever since because it's the best four player game EVER!!! Once you get good at it the races are really tight and exciting. Okay, so the characters look like turds, but that's no reason not to like it!!

If you thought Link looked like a pixie and you were scared of pixies would you have given *Zelda* a rubbish mark? Thought not.

**Jason McCreadie, Liverpool**

92%




### WCW VS NWO WORLD TOUR

This game is something of a must-rent for multiplayer fans. Frankly the single player game looks like it was tacked on as an afterthought but you can almost forgive this when you find three more human players.

The control system might be simplistic but it allows players to pull off moves quickly and consistently with almost any wrestler. The blocking system is well balanced as it prevents button-mashing punches while still allowing an opponent to grapple.

The graphics and sound are nothing special, but for gratuitous comedy violence and multiplayer fun, this is the game to get.

**David Walford, Wantage**

82%




### MARIO 64

This is the original 3D platform game and it's still the best by miles. The way you can do so many different stunts and tricks means you can tackle all the problems and obstacles in loads of different ways. You can take it slowly and carefully, or you can run around like a nutter, or you can show off and do sliding backflips and cartwheels.

If anyone ever tells you *Banjo* is better, you should kick them in the soft bits. *Banjo* is all mouth and no trousers. *Banjo* is what *Mario* would have been if Mazza had been dropped on his head as a baby.

**Iain Richmond, Witham**







**Send your reviews to:** Write you are!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

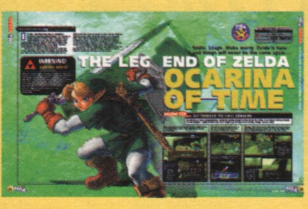

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spyro the dragon
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tomb raider 3
Call 0906 960 1713
mission impossible
Call 0906 960 1716
banjo kazooie
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1080° snowboarding
Call 0906 960 1718
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**Calls charged at £1.00 per min - Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill.** Competition closes 31st March 1999. After which time they may be replaced by a similar service on the same numbers. **Winners will be picked randomly from correct entrants.** For rules or winners' names send an S.A.E. to ILN Services, PO Box 107, Knutsford, Cheshire WA16 6AG. Helpline 0870 740 1002 (Helpline calls charged at National Rate)

# HOW TO...

## get all the weapons and THE LEG




### WHAT WE SAID




We reviewed *The Legend of Zelda* in issues 23 and 24 and this is what we concluded:

"A peerless example of Nintendo doing what they do best. An epic in every sense of the word."

98%



# equipment in END OF ZELDA OCARINA OF TIME

by Jes Bickham

**You'll be about, ooh, 87 years old when you finally find everything in *Zelda*. So allow us to give you a head start...**

There's an awful lot to do in ***The Legend of Zelda: Ocarina of Time***, quite apart from travelling through time, slaying dragons, rescuing princesses and generally saving the world. For a start, you're going to need a frighteningly comprehensive inventory and plenty of high-class weaponry. And – get this! – we're going to show you where to find all that you need, and more, so that you'll be wanting for nothing when you finally knock on Gannondorf's evil-encrusted front door. Let's get started, then.

GO! GO!

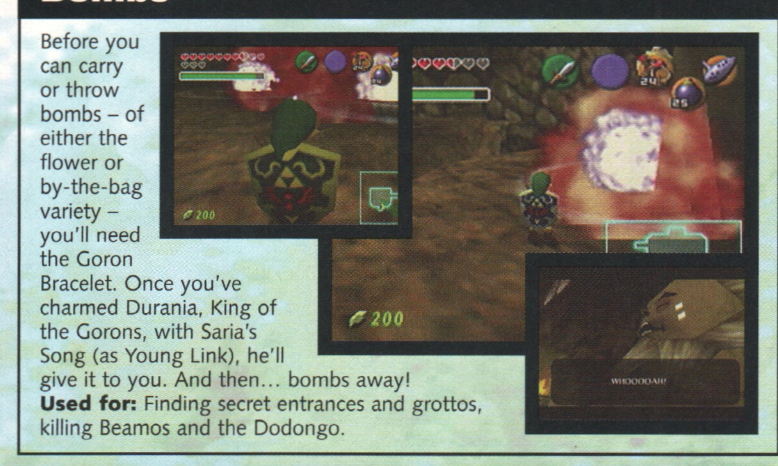

# WEAPONRY

There are plenty of monsters to bash and bosses to kill, and you're going to need plenty of pointy-ended things with which to vanquish them all. Luckily, *Zelda* provides offensive items in spades. Here they are.

## Bombs

Before you can carry or throw bombs – of either the flower or by-the-bag variety – you'll need the Goron Bracelet. Once you've charmed Durania, King of the Gorons, with Saria's Song (as Young Link), he'll give it to you. And then... bombs away!

**Used for:** Finding secret entrances and grottos, killing Beamos and the Dodongo.



## Fairy Bow



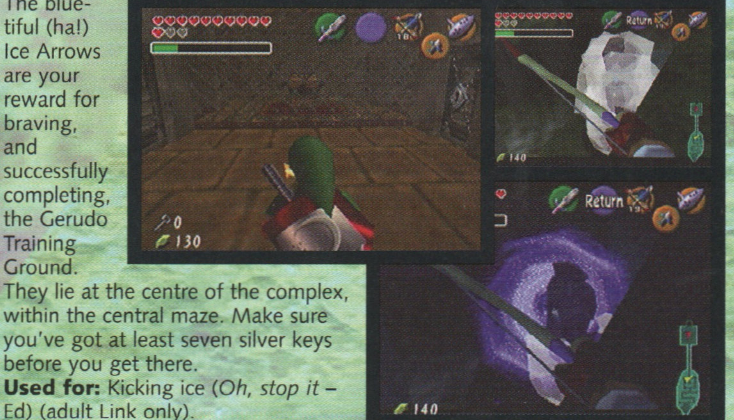
Found in the Forest Temple, in the central octagonal room on the second floor, after the stairs where the first Poe portrait needs to be shot. The Fairy Bow is capable of firing several different types of arrow, bestowed upon Link later in the game.

**Used for:** Shooting and activating switches, killing from a distance (adult Link only).

## Ice Arrows

The blue-tiful (ha!) Ice Arrows are your reward for braving, and successfully completing, the Gerudo Training Ground. They lie at the centre of the complex, within the central maze. Make sure you've got at least seven silver keys before you get there.

**Used for:** Kicking ice (*Oh, stop it* – Ed) (adult Link only).



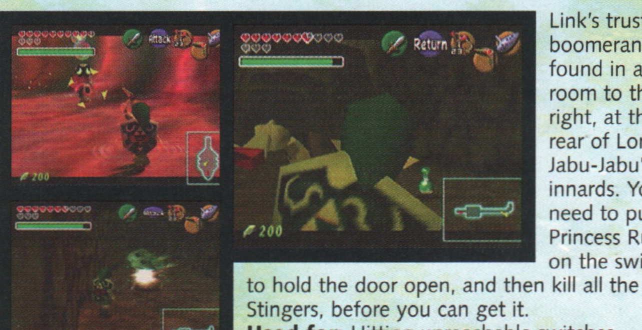
## Fairy Slingshot



Link's first taste of projectile weaponry, a glorified – if essential – catapult. It can be found inside the Deku Tree – enter the door on the first floor, past the chest by the vine-wall. Defeat the Deku Scrub inside and the Slingshot's in the room beyond.

**Used for:** Shooting beasts (young Link only).

## Boomerang



Link's trusty boomerang is found in a room to the right, at the rear of Lord Jabu-Jabu's innards. You'll need to put Princess Ruto on the switch to hold the door open, and then kill all the Stingers, before you can get it.

**Used for:** Hitting unreachable switches, maiming enemies (young Link only).

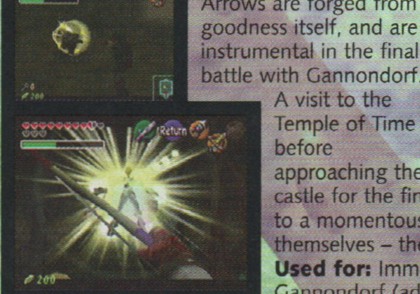
## Fire Arrows



The first instance of specialist Fairy Bow ammo. Exploding in a riot of red-hot flame, the Fire Arrows are found straight after you've freed the Water Temple from Morpha. Stand on the island above and fire an arrow at the rising sun, through the two posts ahead. The Fire Arrows will be your reward.

**Used for:** Lighting torches, toasting monsters (adult Link only).

## Light Arrows



The truly wondrous Light Arrows are forged from goodness itself, and are instrumental in the final battle with Gannondorf. A visit to the Temple of Time before approaching the castle for the final showdown will treat you to a momentous cut scene and the arrows themselves – they're a gift from someone...

**Used for:** Immobilising the black-hearted Gannondorf (adult Link only).



## Bombchu




These marvellous explosive mechanised mice are actually mobile bombs – place one on the ground, and it'll travel, even up walls, until it hits a target. They can be bought, after nightfall, from a shop in the back-alleys of Hyrule Market, and crop up later in the game in various chests.
**Used for:** Destroying/activating out of reach objects.

## Megaton Hammer



The Megaton Hammer is found in the Fire Temple, accessed through the Death Mountain Crater. It's right at the top of the Temple, on the fifth floor, at the top of a spiral staircase. Leaving ground-shaking shockwaves behind it, this mighty weapon requires both hands to wield it. It's the only thing that can harm the dragon Volvagia.
**Used for:** Hitting rusted switches, destroying boulders, killing Volvagia (adult Link only).

## The Hookshot



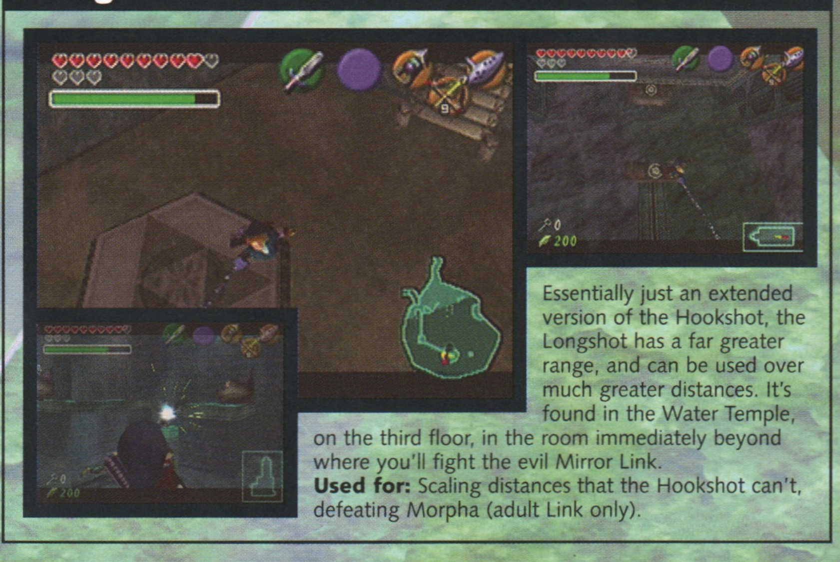
The Hookshot, used both as a weapon and a climbing device, is one of Link's most invaluable tools in *Ocarina of Time*. Once you're the older Link, go to the Graveyard, pull back the tombstone on the far left and drop into the grave. Race Dampe the Gravekeeper's spirit and, if you win, he'll give you the Hookshot. Nice. It's the only weapon that can be used underwater, too.
**Used for:** Climbing and bridging gaps, skewering submerged enemies (adult Link only).

## Master Sword



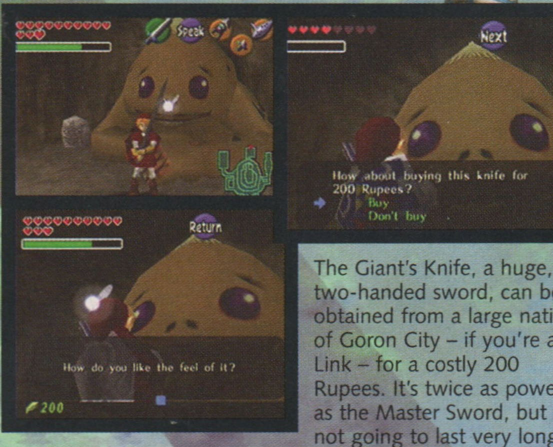
Incontestably Link's greatest ally. You get to use the Master Sword when you've pulled it from the stone in the Temple of Time, after you've collected the three Spiritual Stones. Once you can pull the spin attack off in one easy move, you'll be in heaven.
**Used for:** Slaughtering hordes of bloodthirsty monsters.

## Longshot



Essentially just an extended version of the Hookshot, the Longshot has a far greater range, and can be used over much greater distances. It's found in the Water Temple, on the third floor, in the room immediately beyond where you'll fight the evil Mirror Link.
**Used for:** Scaling distances that the Hookshot can't, defeating Morpha (adult Link only).

## Giant's Knife




The Giant's Knife, a huge, two-handed sword, can be obtained from a large native of Goron City – if you're adult Link – for a costly 200 Rupees. It's twice as powerful as the Master Sword, but it's not going to last very long... for the real article, see 'HOW TO... Get Biggoron's Sword'.
**Used for:** Killing things. Until it breaks (adult Link only).

GO! GO!


# OTHER EQUIPMENT

**You won't be able to rescue Zelda by virtue of your arsenal alone, though – there's a whole bunch of other, equally essential equipment that you'll need to succeed in your quest. Here's what they are, and where you'll find them.**

## Ocarinas

You'll receive two Ocarinas during the game; the Fairy Ocarina from Saria, when you first leave Kokiri Woods, and the Ocarina of Time, which Zelda throws into the castle moat when Link's nightmare becomes terrifying reality – just before you get to the Temple of Time with the three Spiritual Stones.
**Used for:** Playing songs (that, variously, cause the sun to rise, warp you to different locations, summon horses, freeze undead, and lots more…).











## Silver Gauntlets

When you enter the Spirit Temple for the first time, you'll have to do so as young Link, crawling through the tiny tunnel. Nabooru, Queen of the Gerudo, will be there, and she'll request that you find her Silver Gauntlets. They're squirrelled away on the third floor, guarded by an Iron Knuckle.
**Used for:** Moving the huge stone block that bars entrance to the 'adult' part of the Spirit Temple.



## Zora's Tunic

This natty blue tunic enables Link to breathe underwater. Using the blue fire (which you can bottle in the Ice Cavern, to the left of where Lord Jabu-Jabu once rested), thaw out King Zora and he'll grant you the Zora Tunic, which you'll need to get through the Water Temple at Lake Hylia.
**Used for:** Surviving underwater (adult Link only).



## Hylian Shield

You'll soon find your trusty Deku Shield in dire need of replacement, as its wooden nature makes it rather combustible fodder for the hotter areas of Hyrule. You can buy the nattily-sheened Hylian Shield from the market, or have a hunt around in the Graveyard for one…
**Used for:** Defending yourself from big-toothed monsters.







# GREAT FAIRY GIFTS

There are six Great Fairies secreted around Hyrule, all

### NAYRU'S LOVE!

*When you get to the Desert Colossus (the exterior of the Spirit Temple), you'll find a dried-up oasis. Playing the Song of Storms will fill it, making it a Fairy Fountain that'll heal your wounds. The great Fairy can be found directly opposite; by some palm trees, where there's a crack in the wall – bomb it (again) to get to the Great Fairy. Nayru's Love is your prize, this time, a protective magical shell that will nullify all damage taken for a couple of minutes. It's essential against the Iron Knuckles and nasty old Gannondorf himself.*





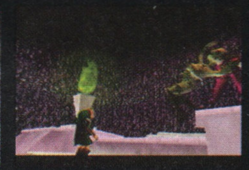


### DIN'S FIRE!

*When sneaking up to Hyrule Castle as young Link, just beyond the gates you'll see a small dead-end alley with a huge boulder in it. Using a bomb (which can be obtained from Goron City and Hyrule Market Bazaar once you've got the Goron bracelet), blow it to smithereens and enter the Great Fairy's dwelling. This particular cackling crone will give you the flamin' great (ha!) Din's Fire. You can set this spell to one of the C buttons, and, when used, a destructive umbrella of fire will expand around our hero. Chuffin' superb.*







## Lens of Truth

There's no way you'll get through the Shadow Temple without this. As adult Link, you'll find Kakariko village in flames at one point, being ravaged by a demon from the well. You'll need to learn the Song of Storms from the man in the windmill, return there as young Link, play the song (to drain the well) then venture down the well – the mini-dungeon down there holds the Lens of Truth.
**Used for:** Seeing hidden rooms and passages, avoiding traps and pitfalls.



## Gold Gauntlets

The Gold Gauntlets are the next step up from the Silver Gauntlets, and enable you to lift correspondingly heavier objects. You can only get them at the end of the game, when you're clearing the barriers from Ganon's Tower. They're in the Shadow Temple chamber. To get them, though, you'll need the Longshot, Fire arrows and Lens of Truth.
**Used for:** Moving the blockage from the Great Fairy Fountain outside Gannondorf's castle, and removing similar blockages from the entrance to the Light Chamber and inside the Fire chamber.







of whom will bestow some kind of magical gift on Link, so, they're undoubtedly useful, empowering Link massively. But they're also a bit, well, mad, pouting and stretching like a young Joan Collins having a bad hair day. But bear with 'em, eh? Once inside their lairs, stand on the Triforce symbol and play Zelda's Lullaby to summon them.

### FARORE'S WIND!

*At Zora's Domain, where the bloated fishiness of Lord Jabu-Jabu rests, you'll find a small landmass in the top right corner, with a cave blocked by loads of boulders. Once again, bomb them to dust and inside another Fairy will be waiting. This particular madwoman has the secret of Farore's Wind, a limited teleportation spell. Once again, set it to C, and its glowing green loveliness will allow you to set a 'waypoint' within a dungeon, that can be warped to from other areas inside that dungeon. Nice.*





### SPIN ATTACK!

*The first Great Fairy lives at the summit of Death Mountain. If you venture there as young Link, you'll be greeted by the helpful owl – to his left is the entrance to the scalding Death Mountain Crater, and to his right is an odd-looking section of wall. Bomb it and enter – inside you'll find your first Fairy, who'll grant you the spin attack. Holding down B to charge it up will result in a flaming circle of sword-spinning death-dealing. A quick twirl of the analogue stick and a stab of B will produce a more immediate but less powerful swipe.*



### MORE MAGIC!

*Inside the sweltering Death Mountain Crater (you'll need the Goron Tunic to survive), there's a passageway, high up on the walls, blocked by – you guessed it – some boulders. This time, use the Megaton Hammer to pulverise them, and enter at leisure. This Fairy will extend Link's magic meter, so you don't have to worry too much about over-using the Lens of Truth, or the Fire Arrows, or anything else magic related. You won't stand a chance against Gannondorf unless your magic meter is fully charged...*




### DAMAGE REDUCTION!

*More Gannondorf-insurance. You're going to need the Gold Gauntlets to find this Fairy (they're inside Ganon's Castle, in the Shadow Temple chamber) – she's hiding behind the huge granite obstruction where the Fairy that gave you Din's Fire once was. With the Gold Gauntlets, it's possible to lift this huge stone and throw it aside like a toy. The final Great Fairy, inside, will supercharge your health, meaning that you'll take approximately half the damage you normally would. And you'll need it...*



## Iron Boots

This heavy footwear – providing necessary underwater ballast – can be found in the Ice Cavern. In the room with the huge ice-scythe in the middle, melt the red ice with blue fire and go through to the room with the sliding blocks. Solve the puzzle and you'll be able to get through to the Iron Boots, which are guarded by a white Wolfos.
**Used for:** Walking underwater, reaching unreachable depths (adult Link only).







## Goron Tunic



Without this, the frying-pan-style pressure cookers that are Death Mountain Crater and Fire temple will burn you to a crisp. Fortunately, the tunic can be found in the nearby Goron City. When returning there as an adult, stop the rolling Goron with a bomb, and the rocky chap – actually Durania's son – will award you the Goron tunic. Nice, eh?
**Used For:** Resisting flesh-stripping heat, looking dapper (adult Link only)

## Hover Boots

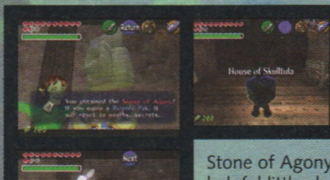


Another piece of kit that you won't be able to get through the Shadow Temple without. Or the Spirit Temple, in fact. Allowing you to walk on water, or quicksand, or, indeed, to run over thin air for precious seconds, the boots can be found towards the entrance of the Shadow Temple. In the room with the huge Stone Bird. Use the Lens of Truth to find the fake wall, and carry on through two more rooms to get the Hover Boots.
**Used for:** Walking on air (adult Link only).

## Mirror Shield

The reflective loveliness of the Mirror Shield can only be obtained fairly late in the game, when you've gained the Gerudo's trust and entered the Spirit Temple. You'll find it on the third floor of the Temple, which is reached via the second floor room with the huge Colossus statue in it, and it's your prize for defeating the Iron Knuckle.
**Used for:** Reflecting light, defeating Twinrova, and general protection (adult Link only).

## Stone of Agony



Whilst not an item that you really, really must have, the Stone of Agony is a terribly helpful little chap. Similar in concept to the Lens of Truth, the Stone will make your Rumble Pak wobble when you're near something secret. The only way to get it is to collect 20 Gold Skulltula tokens and enter the House of Skulltula – one of the rescued children will present you with the Stone.
**Used for:** Detecting hidden objects, grottos, and generally secret things.

GO! GO!

# HOW TO...



Biggoron's hefty weapon is *Ocarina of Time*'s tastiest sword. A two-handed affair, you'll not be able to use your shield with it, but it'll smite the mightiest of foes as it does twice the damage of the not-inconsiderable Master Sword. However, there's a very long and protracted series of trades and errands that you'll have to go through before you can claim the blade as your own, and you can only do this as adult Link. And here's what you do...

## STEP 1: THE POCKET EGG

In Kakariko village, the girl that asks you to catch all her Cuccos also has a Pocket Egg, and asks that you look after it. In a day or so, it'll hatch – Talon, the lazy owner of Lon Lon ranch, is asleep in one of Kakariko village's houses. Take the feathery mini-chicken out in front of him; it'll crow, waking him up. Take the Cucco back to the girl and she'll give you Cojiro, a special blue Cucco.




## STEP 2: COJIRO

Somewhere in the Lost Woods is the Cucco woman's brother. She wants you to deliver Cojiro to him. Simply head left from the first 'room' in the Lost Woods to find him, where he's sitting grumpily against a tree stump. Showing him the blue loveliness of Cojiro immediately cheers him up, and he gives you a Mushroom to take to the Potion Shop in Kakariko Village.




## STEP 3: MUSHROOM

Zoom back to Kakariko village, go to the Potion Shop and talk to the old hag (who appears to be the bloke in the Lost Woods – and therefore the Cucco girl's – mother). Give her the Mushroom and she'll process it into a potion. Take it back into the Lost Woods to give it to her son.




## STEP 4: POTION

But what's this? He's nowhere to be found! In his place is a young Kokiri girl, who explains that anyone who stays in the woods for any length of time becomes a Stalfos. Brandish the potion at her and she'll demand that you give it to her – do so, and you'll receive the Poacher's Saw in return.



# GET BIGGORON'S SWORD

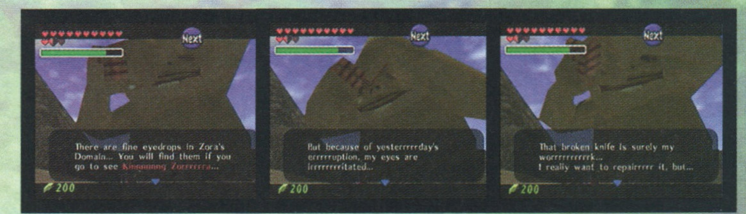
## STEP 5: POACHER'S SAW

From the Lost Woods, it's time to head to Gerudo Valley. Just beyond the bridge that leads into the Gerudo's domain (which, depending on where you are in the game, will be either broken – use the Hookshot or jump over the gap on Epona – or, um, fixed) you'll find a small enclave of carpenters. The Saw belongs to the rather plump head carpenter – give it to him and a broken Goron Sword will be yours in return.



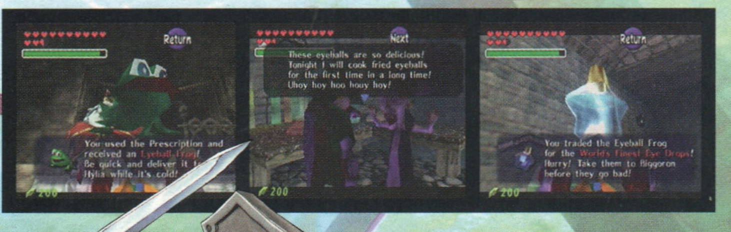

## STEP 6: GORON SWORD

Who'd want a broken Goron Sword, then? Well, probably a Goron. Head right up to the summit of Death Mountain, and, just to the right of the entrance to the crater, an absolutely massive Goron will unfurl himself. His name is Biggoron, and he's a Goron blacksmith. He'll repair the sword – but he's got sore eyes, and needs something to soothe them. He'll give you a prescription to take to King Zora, who'll give you the 'Eyeball' Frog.




## STEP 7: THE EYEBALL FROG

Take the frog to the dotty old professor who lives beside lake Hylia – but be quick, the frog is perishable and you've only got three minutes to get there. Warping won't work, so saddle up Epona. After mistaking the frog for dinner, the professor will produce some eye drops. Take them back to Biggoron, racing furiously against the four-minute time-limit (again, you can't warp). If, as young Link, you planted a magic bean in the dirt at the entrance to the Dodongo's cavern, you can use the flying plant for a handy shortcut.




## STEP 8: THE SWORD!

The eye drops will do the trick, allowing poor Biggoron to see properly again, and he'll set about mending the sword. Unfortunately, this is going to take some time – he'll give you a claim check, with which you can claim the sword, and ask you to return later, when he's finished the sword. Use the ever-so-handy Song of the Sun to make a few days pass quickly, go back to Biggoron with the claim check and – yes! – the mighty Biggoron sword is yours to keep. Nice, eh?




## Coming soon in... N64 MAGAZINE
# LOTS MORE ZELDA!
### What next for N64 Magazine and *The Legend of Zelda*?

**Last issue, we told you that we've got plenty of things in store for *The Legend of Zelda: Ocarina of Time*. It is, after all, the biggest, the best and the loveliest game the world has ever seen. So we just thought we'd repeat what we're going to be doing in upcoming issues – and we need your help to do it. There's stuff to be won, so get scribbling...**

## READERS' ZELDA TIPS!

*Ocarina of Time* is a truly vast game. So vast, in fact, that a complete walkthrough would reach to the moon and back 3.65 times. If it was in very large letters. Maybe.

Anyway, alongside our usual page, we'll be running a special *Zelda*-specific Readers' Tips section, giving you the chance to show off your *Zelda* knowledge and share it with every **N64** reader in the World. Be it something quirky, something unusual, something secret or something just plain helpful, send it in. There'll be a prize for the best...

Send your tips to:

**"Readers' Zelda Tips", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**

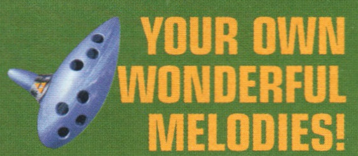
## YOUR FAVOURITE ZELDA 'BIT'!

There's so much to see and do in *Ocarina of Time* that it was impossible to list it all in our review, but, nonetheless, we've all still got our favourite bits, Wil's obsession with chickens notwithstanding. Jes, for instance, can't get enough of the physics-knackering twisted corridor in Forest Temple, and Andrea just can't stop cooing over "that cute young Link".

But we want *you* to tell us about *your* favourite bits of Zelda – write in and we'll devote a section of the magazine to printing all the things you like best about Shigsy's latest masterpiece. It can be anything, no matter how big or small, from the sun setting to the whole, epic storyline. So, what are you waiting for? Get playing and tell us why *Zelda*'s so flippin' great.

Send your entries to:

**"It's okay... If you like that sort of thing", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**



## YOUR OWN WONDERFUL MELODIES!

Have you tried using the analogue stick when playing the Ocarina? Have you? Well, then you'll know you can 'bend' the notes and create all sorts of your own tunes.

Our third challenge for you is to create your own melody, tape it (video or audio), scribble down the transcription (i.e. what buttons you've pressed), give it a name, and send it all to us posthaste. Or, you can supply your own 'interpretation' of a popular tune, such as, oooohh, Billie's 'Because We Want To' or B*Witched's 'C'est La Vie'.

There'll be a prize for the best tune, and, says Tim, there'll be something special for the first person to play the Prodigy's 'Firestarter'. Apparently.

Send your entries to:

**"SingalongaLink", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**

# HOW TO... save the Universe in TURO

And so the second instalment of our hunking great guide rolls into town, solving your one-player problems and helping you to master the multiplayer mode...

## WHAT WE SAID




We reviewed *Turok 2* in issue 21 and this is what Tim had to say about it...

"The start to a thrilling new era for the N64. *Turok 2* is bigger, bolder, ballsier and, without a doubt, the best game of the year so far. 30-15 to Iguana, then Rare..."

95%

Then there were two. Two levels, that is. Two enemy-infested, weapon-scattered, boss-torturing levels. And so, after we unveiled the tricks and surprises of the opening four levels, we're going to finish the job by rounding off the other two. Here. Now.

Oh, and not only that. We've also put together a superb multiplayer guide, detailing *everything* you'd ever need to know about whipping your opponents to within an inch of their life. But, that's enough. Onwards...

- POWER GENERATORS
- ION CAPACITORS
- WEAPONS
- LEVEL KEYS
- WARP PORTALS
- WARP PORTAL ACTIVATOR
- PRIMAGEN KEYS
- ALIEN EMBRYOS
- ASSEMBLY PLANT 1
- CRYSTAL
- BOSS
- SATCHEL CHARGES
- EAGLE FEATHER
- FORCE FIELD GENERATOR
- ASSEMBLY PLANT 2
- MASTER COMPUTER
- PRIMAGEN BOSS GENERATOR 4
- POWER CELLS



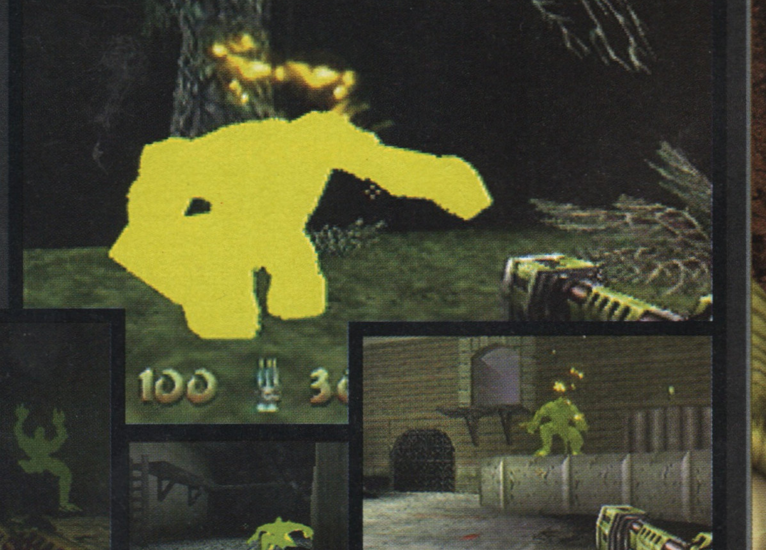

# K2 part 2

By Daniel Glenfield

## IMPORTANT! READ THIS

### RADIATION KILLED THE DINOSAURS!

*Before we begin the concluding part to our comprehensive guide, we thought you may like to know about a little quirk we stumbled across during one of our late night sessions. Fire the Nuke weapon to render your foe helpless and shoot him with the Charge Dart Rifle. He'll dance for a bit before coming back to life as a radioactive version of his former self. Top laugh!*



GO! GO!

# LEVEL 5

**MISSION OBJECTIVES:**
- **Destroy three Alien Embryos**
- **Rescue the four children**
- **Blow up the Master Computer with the four Satchel Charges**

## LEVEL 6 KEY



*1 You can find a Level 6 Key perched upon a large central column guarded by two laser turrets at the back of the room. You need to hit the switch in one of the other rooms to raise the platforms first.*

*2 Once the four laser turrets (later on) have been destroyed the forcefields come down on the other doors. One of them contains the Alien Warp Portal.*

## ALIEN WARP PORTAL



## LEVEL 6 KEY



*3 Enter the lift inside the other room and you'll soon find another key.*

## WARP PORTAL ACTIVATOR



*4 Behind one of the panels in this same room lies a Warp Portal Activator.*

## WARP PORTAL

*5 The second Warp Portal can be found to the left of the robotic beetle who is guarding a switch. Look along the wall and you'll find it.*



## WARP PORTAL ACTIVATOR





*6 When you get to the large area with all the floating platforms, jump across to the junction and turn right. Dispatch the eggs to find a Warp Portal Activator.*

## EAGLE FEATHER



*7 Get back to the junction and go the other way to find an Eagle Feather. Head back through the level and use it to gain the Whispers tile.*

## FORCE FIELD GENERATOR



*8 After the save game portal you will come across an area with a central column surrounded by water. Get across, look for a right turn and dive into the water. Swim through the passage to find a force field generator. Head back through the level to the area with the two force fields to find that one of them is down. Make your way through the passage to the main generator, which is well protected. Shoot the smaller generators before turning the gun on the main one.*



## LEVEL 6 KEY

*9 Later on you will come across a computer terminal with a passage to the right. Head through this to locate the final Level 6 Key.*



## ALIEN EMBRYO 1



**10** After racing through the alien infested wasteland you'll come to a passage blocked by more eggs. Get past them to locate the first of the Embryos. Once found enemies will beam into the area, so the best tip is to rush in there and fry the alien with the Flamethrower before legging it outside.

## ALIEN EMBRYO 2

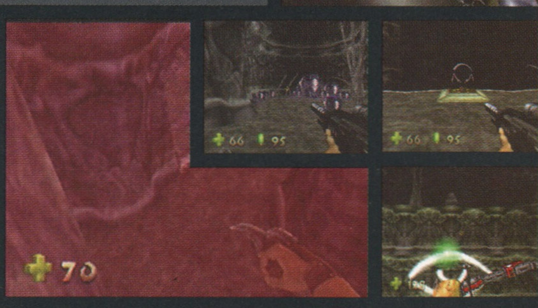


**11** The second Embryo is encountered soon after the first. Once you're on the slopes high above the ground, take the left path and smash open the hidden door. Step into the teleporter and cross the wasteland to find the second nest.

## PRIMAGEN KEY

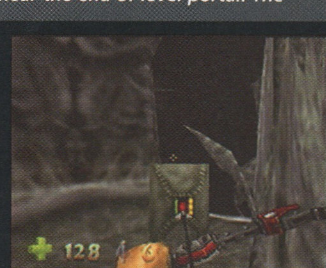
**12** The fifth Primagen Key of the game can only be collected when you have the Eye of Truth tile. With it you can see the platform you need to grab the Key. The Leap of Faith must be used to reach it from the watery area.





## SATCHEL CHARGES

**13** There are three Satchel Charges tucked away near the end of level portal. The fourth one is found by diving into the pool of water and entering the teleporter. This takes you to the Charge.





## ALIEN EMBRYO 3

**14** Continue on and step into the transporter to be teleported to an area full of hot lava. Hit the switches to access the third and final nest. Use the same tactics as before to complete your mission before heading back to the water area.



## MASTER COMPUTER

**15** Look for some cobwebs to the left of the jump tile and climb up to find the teleporter that leads you to the main computer. Put the Charges on each of the four columns and back away to watch the fireworks.



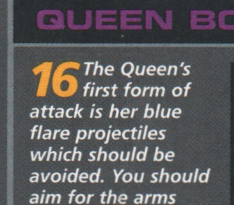
## QUEEN BOSS

**16** The Queen's first form of attack is her blue flare projectiles which should be avoided. You should aim for the arms that are firing these flares while circle strafing her. During the fight the Queen will call upon her servants to aid her in the attack. Run backwards and toast them with the flamethrower to kill each one quickly and efficiently.

For her second attack she will emit a shower of explosives from her abdomen. Keep circle strafing and use a single shot gun (Plasma Rifle, Shredder, Shotgun etc.) to shoot at it.

The third assault will come from her front arms. As she rears up electricity is fired from the arms in your direction, causing major damage if it hits. You need to keep your distance and keep strafing at all times while firing the Firestorm Cannon at her arms.

The Queen's last offence involves her scuttling towards you and headbutting your body, but you can kill her before she gets a chance to do this. As soon as she falls after you've worn her energy down, race towards her and fire at her head. With a little luck you'll destroy her before she gets up, but if you don't manage this then you need to keep plenty of space between the two of you while aiming for that watermelon on her shoulders.







GO! GO!

# LEVEL 6

**MISSION OBJECTIVES:**
- Recalibrate four Power Generators
- Destroy three Assembly Plants

## ION CAPACITORS



*1 The first of the Ion Capacitors (needed to recalibrate the Power Generators) is easily found. Use the fan to collect it. Two more can be found shortly after, on a ledge inside a large room. The fourth is suspended above red laser beams, so use the button on the control panel to slide out a small platform first.*

## POWER GENERATOR 1

*2 Once you have the fourth Ion Capacitor you'll soon find the first generator. To recalibrate it, just replace the green crystals with the blue ones you've collected so far.*



## PRIMAGEN KEY



*3 Now look up to see four power conduits channelling energy to another part of the ship. This energy is keeping you from getting the final Primagen Key, situated at the start of the level. Shoot the four conduits above this generator and then the others to collect the key.*

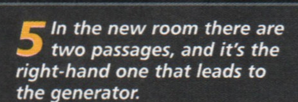
## ION CAPACITORS

*4 The fifth Ion Capacitor can be found above the laser beams with the fans – just after that annoying area with the moving platform on a timer. There's another one on the lip of a pipe in the room with the narrow walkways. Use the small platform to get into the pipe and make your way round to the crystal. There are two more Ion Capacitors in the large room suspended over another series of laser beams, but to get these you must first open the doors before you jump across.*



## POWER GENERATOR 2

*5 In the new room there are two passages, and it's the right-hand one that leads to the generator.*

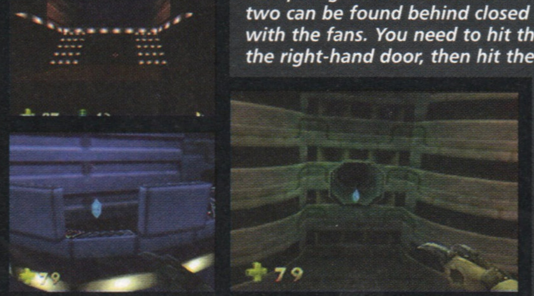




## ION CAPACITOR

*6 The next Ion Capacitor is again on the lip of a pipe. You can either jump up to grab it or use the moving platform for some extra height. Another two can be found behind closed doors in a room after the long windy tunnel with the fans. You need to hit the switch in the middle of the room to open the right-hand door, then hit the switch in there to open the other one.*





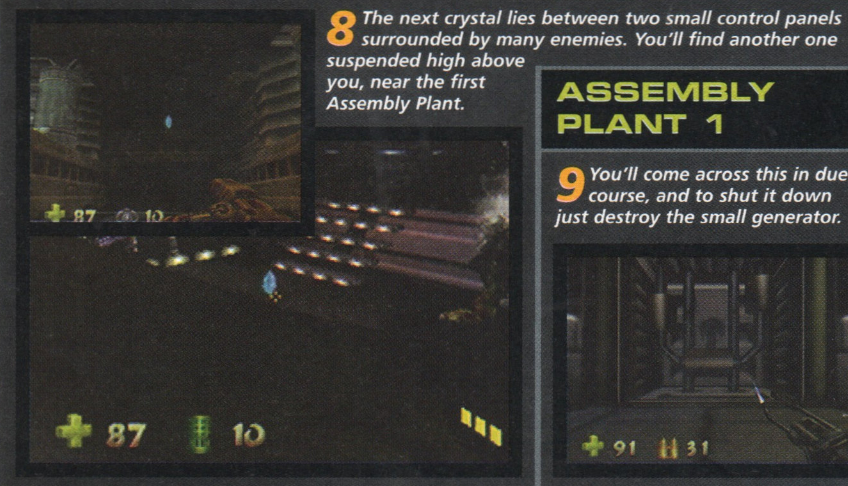
## POWER GENERATOR 3

*7 After hitting the third switch in the room, run down below the first button until you come to a control console with another button. The Power Generator is just around the corner.*



## CRYSTAL

*8 The next crystal lies between two small control panels surrounded by many enemies. You'll find another one suspended high above you, near the first Assembly Plant.*



## ASSEMBLY PLANT 1

*9 You'll come across this in due course, and to shut it down just destroy the small generator.*



## WARP PORTAL ACTIVATOR



*10 You'll find a Warp Portal Activator to the right of the generator.*

## WARP PORTAL



*11 The Warp Portal itself is at the end of the left-hand passage after the door.*

## ION CAPACITOR



**12** Look left and you'll find yet another Ion Capacitor situated in front of a control panel.

## ASSEMBLY PLANT 2



**13** After collecting the crystal shoot the panel a few times to destroy the nearby plant.

## EAGLE FEATHER



**14** Behind the column lies the Grey Eagle Feather.

## POWER CELLS



**15** There are two Blue Power Cells in the second Assembly Plant, reached via the previously closed door that you passed earlier.

## WARP PORTAL



**16** Through the transporter then, and look right to see the second Warp Portal.

## ASSEMBLY PLANT 3



**17** After using the transporter, take the two Red Power Cells from in front of the door and replace them with the Blue ones. Head left to the third plant and swap them over to complete your mission.

## WARP PORTAL ACTIVATOR

**18** The Warp Portal Activator is on the other side of the lasers that you've just made harmless.



## POWER GENERATOR 4



**19** Back track and enter the door past the now-blue laser beams to reach the fourth and final Power Generator. Swap over the Cells to make the lasers harmless, before recalibrating it. Another crystal is yours for the taking after the teleporter.

## WAR BLADE



**20** An upgraded version of the Talon, the War Blade is most effective when aiming up at an enemy's head, as it can take it off with one blow. You'll find it, along with plenty of other weapons, just before leaving the level.

## MOTHER BOSS

**21** There are health and energy power-ups around the edge of the room, but if you try to grab them this early on you'll be set upon by smaller enemies, as well as the tentacles of the boss. If you can, wait until Mother starts swinging before going anywhere near the edge. Remember playing jump rope at school? Well that's the key to avoiding those long tentacles. Circle strafe constantly in a clockwise direction, shooting up at Mother's arms, and when her left tentacle comes across jump left. The other one is a bit trickier to avoid, as you must go right instead of left.

Once you've watched the cinematic sequence, Mother's strategy changes. Get to the edge of the room and start to circle strafe her, keeping near the wall. The boulders should miss you completely, as will Mother when she swings forward, but run backwards when she sucks you towards her. Aim for her tentacles this time. When she starts walking the trick is to keep moving. If you walk backwards and circle strafe you'll avoid the boulders and those worms that she spits out, but you will take occasional damage from her sonic blast. Shoot up at her head to finish her off for good.



## PRIMAGEN BOSS



**22** Only when all six Primagen Keys are placed in the centre of the hub level can you confront the Primagen.

As if it wasn't hard enough, the final battle takes place atop a large column. Stay away from the edge if you can, if you put one foot wrong you'll have to start the fight all over again! There are also bombs that fall from a hatch above the arena and a squadron of flying robots that'll attack you.

The Primagen will try to get close to use his claw (which can be avoided by jumping) so stay away from him and aim for those small tentacles on the back of his neck. When he backs off to regenerate his health keep shooting his head and body to stop him. Once you've pounded him enough he'll fly back to his control desk for a while.

The Primagen's second assault will comprise of flying attacks such as dive bombing, fireballs, and blue dust attacks as well as his sonic blast and that claw again. Aim to hit the claw with a rapid-fire weapon especially when he's in the air, as aiming is difficult at this stage.

His third attempt to kill you will be using all of his previous tricks as well as well as trying to send you falling to your doom by using his psycho kinetic powers. Keep circling him and shoot his head.

GO! GO!

# MULTIPLAYER

## GENERAL TIPS






*Head shots, head shots, head shots. One clean shot, even with the crossbow, will take care of everyone except Sloth. It's the only guaranteed killing technique, and it will really annoy your friends when you just stand there absorbing their random shots and then kill them with one careful squeeze of the trigger.*

*To lengthen each match, adjust the available weapons to make things more difficult. Just Assault Rifles perhaps, or how about no Cerebral Bores?*

*To make the game more exciting, whack the player speeds up to maximum. It's a lot more fun.*

*For an unusual test of skill have each person play as a raptor. Could this be the best beat-'em-up on the N64?*

*Memorise the weapon, health, and pick-up locations, and remember that it can take quite some time before the choicest items regenerate.*



*Keep checking your opponent's screen. This will make rear attacks impossible for them.*

*Grab plenty of ammo at the start of each game before engaging in combat.*

*Although teaming up is supposed to be for the team blood mode there's nothing to stop two combatants from joining forces without anyone else knowing, is there? Just make sure you double cross him before he backstabs you.*

*Use corners as cover from enemy fire.*

*Don't stay in water for long – your manoeuvrability is severely hampered by the old $H_2O$.*

*If you clearly outgun your opponent, and he's down to his last scrap of health, then go head-to-head for a somewhat easy frag.*

*Certain areas are passed through often, and these are great for ambushes!*

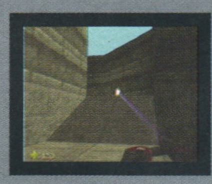
*When playing in a three or four player match you can get away with hiding until everyone's health is low before finishing them off.*

*The best/only technique for the raptor is to get in for some close range combat. Try jumping down from above rather than rushing headlong towards your opponents, as even strafing can't guarantee you safety.*

## WEAPONS

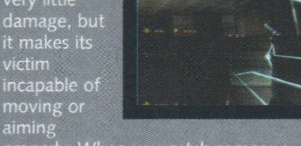
### Crossbow

Don't underestimate the crossbow! It's every bit as powerful as the other weapons, and walking around with arrows sticking out of your head is very distracting. A well-placed head shot will down most opponents.



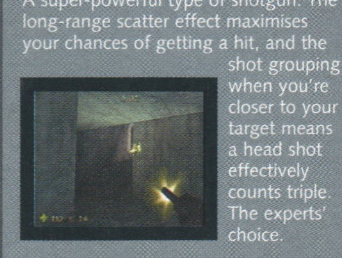
### Charge Dart Rifle

This electrical beastie does very little damage, but it makes its victim incapable of moving or aiming properly. When you catch someone with it, switch to another weapon and take your time to line up a head shot.



### Assault Rifle

A super-powerful type of shotgun. The long-range scatter effect maximises your chances of getting a hit, and the shot grouping when you're closer to your target means a head shot effectively counts triple. The experts' choice.



### Plasma Rifle

Very accurate, as you can follow the glowing green trace of the bullet and make small adjustments to get the perfect shot. But it creates an explosive splash effect, so it doesn't matter if you're slightly off the mark.



### Firestorm Cannon

Awesome rate of fire, meaning that a sustained burst is almost guaranteed to yield a killer hit. The perfect weapon to follow up a Charge Dart or Cerebral Bore attack, with lethal results. Watch that ammo gauge though.

### Cerebral Bore

The most satisfying of weapons when you *really* want to rub it in. If you're unlucky enough to be on the receiving end, you can still fire your own weapons, so shoot like crazy and you might get a lucky kill.

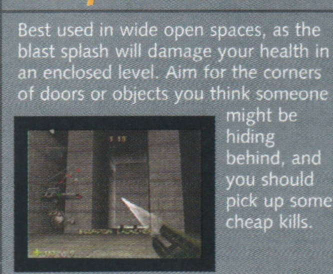


### Grenade Launcher

Explodes on impact with an opponent, or just lies inactive for a short while until someone steps on it. An effective strategy is to climb up as high as possible and carpet bomb the lower parts of the level.

### Scorpion Launcher

Best used in wide open spaces, as the blast splash will damage your health in an enclosed level. Aim for the corners of doors or objects you think someone might be hiding behind, and you should pick up some cheap kills.



## CHARACTERS

*There are three basic categories of character, and each type requires a different battle strategy for best results. The all-rounders suit most gaming styles, hence they're the characters most people tend to go for.*

*The Regenerators have the ability to heal their own wounds, allowing for a more tactical fighting style. And, offering two completely different takes on the game, are the Speciality players.*

*Experiment with every character – don't just go for the ones with the most health – and you'll eventually find one that suits your combat style and makes you first choice in a team battle.*



*"It's boring time!" was a common enough cry in the **N64** office. And this is why. Bzzzz! Splat! Splosh!*

### TYPE A — ALL-ROUNDERS

**Turok** — Style: General



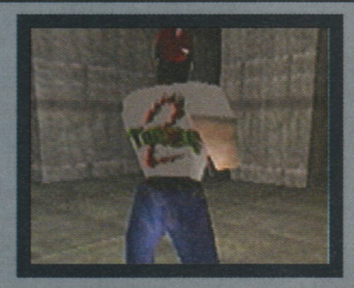
*The most balanced character – fast, agile and tough enough to take a few bullets. Your starting point on the road to multiplayer mastery.*

**TaliSet** — Style: Aggressive



*Classic Turok, the hero from the first game. He's stronger than Turok or Josh, but not quite as fast, so you'll have to be quicker on the draw.*

**Joshua Fireseed** — Style: General



*Exactly the same as Turok, only dressed in a highly visible white T-shirt. Pick him if you don't mind people ganging up on you.*

**Endtrail** — Style: Hit and run



*Once you've mastered Turok, move on to Endtrail – he's essentially the same character with greatly improved agility.*

**Flesh Eater** — Style: Aggressive



*Stronger and slower than TaliSet. The best way to ensure victory with the Flesh Eater is to hunt your opponents down, and make sure they don't get to the health.*

**Campaigner** — Style: Aggressive



*Campaigner combines the strength of the Flesh Eater with the speed of Turok. Just about the most dangerous multiplayer character.*

### TYPE B — REGENERATORS

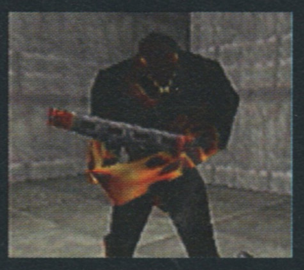
**Adon** — Style: Hit and run



*Starts with a tiny amount of health but it regenerates at a startling pace. Adon's speed means you should start small skirmishes and then run away to recover for a moment.*

**Fireborn** — Style: Lurker

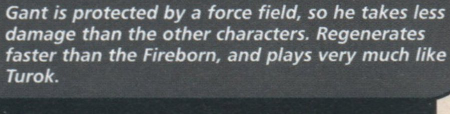




*Fireborn regenerates health at a slow but steady rate until it's 30 points above the previous maximum level. Wait in a safe place, and then re-enter the battle stronger than before!*

**Gant** — Style: General





*Gant is protected by a force field, so he takes less damage than the other characters. Regenerates faster than the Fireborn, and plays very much like Turok.*

### TYPE C — SPECIALITIES



**Raptor** — Style: Psycho!



*The raptor is the fastest thing on legs. Uncontrollably fast in fact. It can't use any weapons. But it's strong, and it adds a different flavour to the battles.*

**Sloth** — Style: Carefree



*The slowest, strongest character. Limited regeneration and huge stamina mean that you can just stand there taking hits while you line up a head shot.*

## Fin...

Yup, that just about concludes our *Turok 2* guide. It's been harsh, sweaty but – by gad! – it's been rewarding. So, as we step off this information train, we bid farewell to Iguana's classic. Or... do we? Well, no we don't. There'll be even more soon...

GO! GO!

# TIPS EXT

## NBA Courtside

If you've got a copy of Nintendo's basketball Star Game, you've got to try this code. First enable the secret





teams by holding down L whilst selecting preseason from the main menu. Then return to the main menu



and enter the following code: Top-C, Bottom-C, Left-C, Right-C, Start, Start, A, B, A, R, Z.

It will take take you through a series of unrelated screens, but don't worry, it does work. Return to the main menu, select a preseason game, and choose Leftfield as your team...



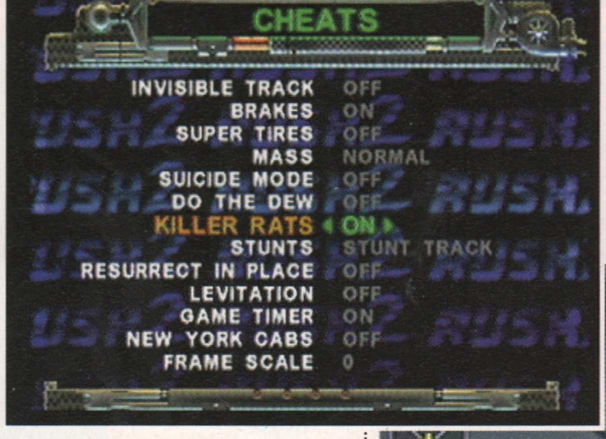
## Rush 2

**LIMO**
At the car select screen press Up on the D-pad, Down on the D-pad, Left, Right, Z, Z, Top-C, Bottom-C.

**INVISIBLE CAR**
At the car select screen press Up on the D-pad, Down on the D-pad, Z, Left on the D-pad, Right on the D-pad, Z, Right on the D-pad, Left on the D-pad, Z + Down, Up, Z.




**CHEAT MENU**
To access the cheat menu, go to the setup screen and hold L + R + Z. While still holding these, press all four of the C-buttons. This will enable the cheat menu, but not the options within it. To get the cheats to work, highlight the one you want and type in the appropriate code from this list.




**MASSIVE MASS**
Hold L and R and press Top-C, Bottom-C, Left-C, Right-C.

**KILLER RATS**
Hold L and R and press Z, Z, Z, Z.

**NEW YORK CABS**
Press R, L, Z, Top-C, Bottom-C, Top-C.

**RESURRECT IN PLACE**
Hold Z and Left-C and press Right-C, then hold Z and Right-C and press Left-C.

**FRAME SCALE**
Hold Z and Bottom-C and press Top-C, then hold Z and Top-C and press Bottom-C.

**TYRE SCALING**
Hold Z and Left-C and press Right-C, then hold Z and Right-C and press Left-C.

**AUTO ABORT**
Press Top-C four times.

**GAME TIMER**
Hold Z + Bottom-C, press Top-C, then hold Z + Top-C and press Bottom-C.



# RA

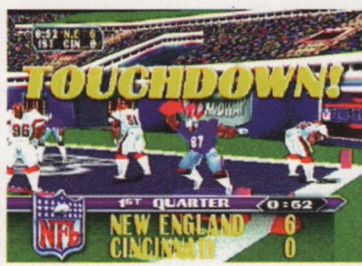
**How do you beat the strike if you want NBA action this year? Employ alien players! All the cheats you need...**

## NFL Blitz

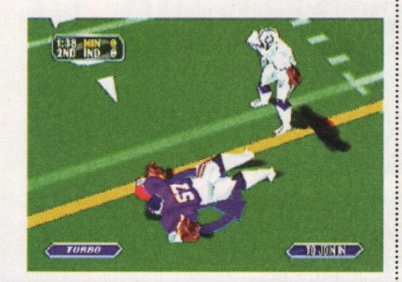
### EXTRA PLAYERS

Thousands of 'em! Well, sort of. Lots and lots anyway. Use the following names and passwords to get a veritable cornucopia of new footie superstars.




| | |
|---|---|
| Beth | 7761 |
| Billz | 0526 |
| Brain | 1111 |
| Brian | 0818 |
| Carltn | 1111 |
| Daniel | 0604 |
| Dbn | 6969 |
| Ed | 3246 |
| Forden | 1111 |
| Gatson | 1111 |
| Gene | 0310 |
| Gentil | 1111 |
| Grinch | 2220 |
| Guido | 6765 |
| Japple | 6660 |
| Jason | 3141 |
| Jenifr | 3333 |
| Jimk | 5651 |
| John | 5158 |
| Josh | 4288 |
| Julia | 1234 |
| Lt | 7777 |
| Luis | 3333 |
| Marka | 1112 |
| Mike | 3333 |
| Mitch | 4393 |
| Monty | 1836 |
| Nico | 4440 |
| Paula | 0425 |
| Paulo | 0517 |
| Raiden | 3691 |
| Rog | 8148 |
| Root | 6000 |
| Ryan | 1029 |
| Sal | 0201 |
| Shinok | 8337 |
| Shun | 0530 |
| Skull | 1111 |
| Thug | 1111 |
| Thug | 1111 |
| Todd | 1122 |
| Turmell | 0322 |
| Van | 1234 |
| Zz | 1221 |









## Classic tip F1 World Grand prix

### EXTRA DRIVERS

Select exhibition mode and choose Driver Williams. Change his last name to 'Pyrite' to enable the Gold driver or 'Chrome' to enable the Silver driver.

### EXTRA TRACK

Change Driver Williams's last name to 'Vacation' to get the chance to race around the volcanic Hawaii track.







*The bonus Hawaii track is short and quick, with some deadly hairpin bends to negotiate. Try it with the Gold Driver and stay in first gear for the ultimate Formula One speed experience. 800mph? Child's play.*




## ACTION REPLAY CODES

### BODY HARVEST

**WEAPON CODES**
Unlimited TNT ................. 8004817F 0003
Unlimited Machine gun ammo ................. 8004817B 00C8
Unlimited Tri-spinner ammo ................. 80048185 0064

**SPECIAL CODES** (all button cheats)
Surreal mode ................. 88159353 0080
Evil Adam mode ................. 88052AFD 0002
Fat legged alien mode ..... 8813FD03 0001
Body count always at 0 (not button cheat)
................. 8004819A 0000
................. 8004819B 0000

### F-ZERO X

(This game requires a Yoshi keycode.)
Must be on always .......... DE067000 0000
Timer always zero .......... 812C4BC0 0000
Always first place .......... 812C4BC2 0001
Infinite energy .......... 812C4B48 4326
................. 812C4B4C 4326
Infinite lives .......... 800D8729 0005
Boost from start .......... D02C4DA0 003F
................. 802C4925 0050

### 1080° SNOWBOARDING

Must be on ................. DE000400 0000

**TRICK ATTACK**
**Crystal Lake**
Stop timer ................. 8029F66A 0076
**Crystal Peak**
Stop timer ................. 802AC8EA 0076
**Golden Forest**
Stop timer ................. 802AAF5A 0076

**TIME ATTACK**
**Crystal Lake**
Stop timer ................. 802A582A 0000
**Crystal Peak**
Stop timer ................. 802B2BCA 0000
**Golden Forest**
Stop timer ................. 802B135A 0000

**CONTEST**
**Crystal Lake**
Stop timer ................. 8029C0DA 0076
**Crystal Peak**
Stop timer ................. 802A889A 0076
**Golden Forest**
Stop timer ................. 802A6D3A 0076

**MATCH RACE**
**Crystal Lake**
No damage ................. 802E091F 004B
**Crystal Peak**
No damage ................. 80291203 004B
**Golden Forest**
No damage ................. 8028FC93 004B

### WCW V NWO REVENGE

Infinite Time ................. 800FAF87 0000
Extra Characters ................. 8107F07C 3F03
Maximum Spirit P1 .......... 800F9D25 00FF
No Spirit P1 ................. 800F9D25 0000
Maximum Spirit P2 .......... 800FA0D5 00FF
No Spirit P2 ................. 800FA0D5 0000
Maximum Spirit P3 .......... 800FA485 00FF
No Spirit P3 ................. 800FA485 0000
Maximum Spirit P4 .......... 800FA835 00FF
No Spirit P4 ................. 800FA835 0000
Infinite Time Out of Ring .800FACE8 0014
Always Special P1 .......... 800F9D35 0008
Always Special P2 .......... 800FA0E50008
Always Special P3 .......... 800FA4950008
Always Special P4 .......... 800FA8450008




All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW.

# READERS' TOP TEN TIPS

This month's Top Ten Tips have been a pleasure to choose. We've especially enjoyed playing *Mario Kart* relays – it's an exciting new twist on the standard way of racing. So, if you'd like to see your name on this page and possibly receive that fabulous MakoPad from Interact (01204 700139) send your tips in today.




## Cheat of the month

**1 Silicon Valley**
To see a slightly new intro sequence hold down A or B and switch on the console. Wait until the DMA figure appears before releasing the button.

To open up a whole new bonus level, at the Game Select screen press Down, Up, Z, L, Down, Left, Z, Down. A sound will confirm that the cheat has worked.
*Jeremy Davies, Chicester*

**2 *Mario Kart 64***
*For a Mario Kart team race simply pair up and decide which two will go first. Only when your partner crosses the line can you go, just like a relay race! You can back up behind the line and start to accelerate as they round the corner, but you mustn't cross the line until they do.*
*John Quartar, Ayrshire*

**3 *ISS '98***
*For six extra teams complete the league mode on level 5. And what's more, to perform a chest-down press B + Top-C while the ball is in the air. Bonus style.*
*Simon Cochrane, Basildon*

**4 *Rampage: World Tour***
*On the character select screen (single or multiplayer) hold L and all four C buttons until you hear a tone. Now you can access all the stages including the hidden ones!*
*James Unwin, Wurtulla*

**5 *Silicon Valley***
*If you experiment with the A and B buttons you can find new abilities for each of Silicon Valley's many animals. E.g. by holding A when in the turtle tank the turret will move up and down.*
*John Kendall, Herts*

**6 *F1 World Grand Prix***
*If you put your fuel down to zero laps and start the race, your fuel lights will flash red but your petrol won't run out for at least another eight laps! This change in fuel makes your car go faster and makes it more powerful than a turbo charged Robin Reliant.*
*Andrew Steer, Honiton*

**7 *1080° Snowboarding***
*To see one of the best looking shortcuts in the game simply follow these instructions. Select Dragon Cave and play through until you see a house just after the two huge screens. Go through the door of the house to utilise the shortcut.*
*Colin Sales, Bishopton*

**8 *Mission: Impossible***
*Press R, Z, Bottom-C, R, R on the level select screen to get infinite health. That should make your life a lot easier.*
*John Green, Greenock*

**9 *Mission: Impossible***
*Hold the R button as you jump off a truck on the tunnel to gain two new camera views. One of the truck, and one that lets you see through walls. Neat!*
*John Green, Greenock*

**10 *Bomberman 64***
*Find 100 gold cards and win stage 4 of Black City to gain access to a brand new world – Rainbow Palace.*
*Neil Emmett, Norwich*

# YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

# TIPS EXTRA

Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

## Here's my top tip

It's for [game name]:

And I've found that if you:

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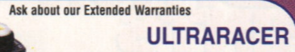
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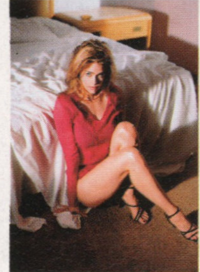
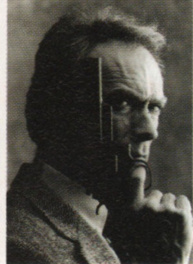
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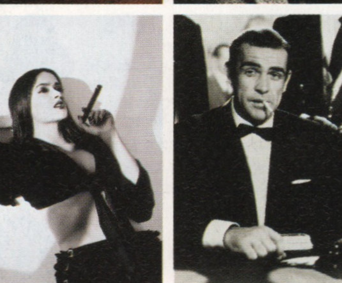
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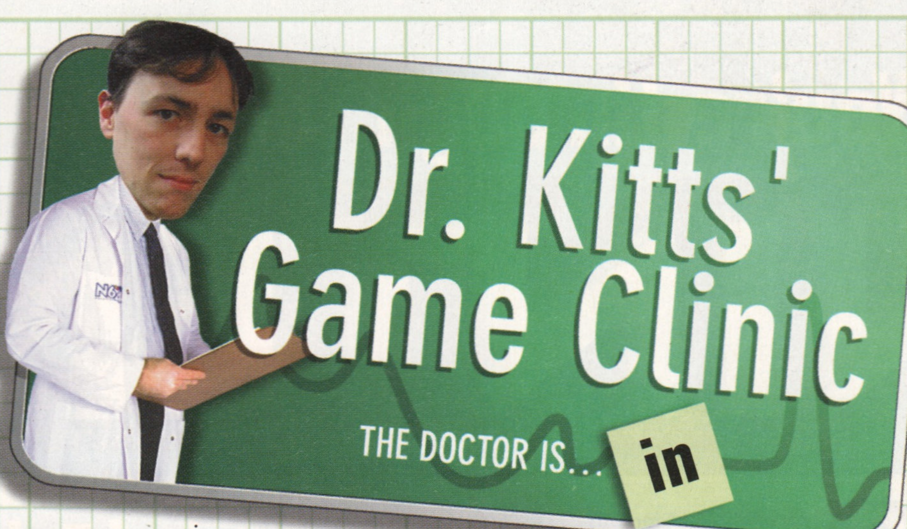






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**He might look scary, but he's got all the answers you need. Next patient please...**




Dr Kitts,
I've recently managed to get hold of a cheapish copy of *Mystical Ninja* and am working my way through it pretty confidently. However, I do seem to be having a problem making Sasuke a fully fledged member of my party. I've got his first battery, if that's any help...
***Steven Dorring, Welling***



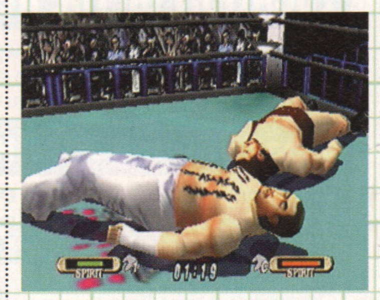
Ah, Mystical Ninja. A good little game. Especially those hula boys.

**Removing his hands from the neck of another patient, Dr Kitts replies:**
*This is, admittedly, a bit of an obscure puzzle but, really and honestly, not all that hard once you've got one of the batteries. All you have to do is make your way to the amazing house in the Back To Zazen Town level, which contains a massive lake and tree. Get to the top of the tree, select Ebisumaru and his Wind-Up camera and take a picture of the scenery (and hut across the way, there). Now – as if by magic – Sasuke becomes a playable member of your party. You can now safely progress and take on the Sasuke-specific puzzles. Next question...*

Dr Kitts,
On *1080° Snowboarding*, when you get the Panda boarder, why can't you use him on Trick Attack or anything other than the two-player Versus mode? If you can, how do you do it?
***James Hunt, Haddesdon***

**Looking a little pale, Dr Kitts sighs to himself:**
*Mmm, seems you've done the hard part. See, if you've already accessed the Panda boarder in Trick Attack, you can just as easily select him in the single player. Just go to the Character Select screen and highlight Rob Haywood. Now press A once and hold Right-C before pressing A again. The only thing you need to remember is to put your initials in over the EAD initials in the High Score tables. And that's that. Another problem solved by the magnificent Dr Kitts.*

Dr Kitts,
While I was playing *WCW vs NWO* in League mode, I came up against a player with no picture for their face and no name. The picture had been replaced by a silhouette of a head and had a question mark on it. However, my game promptly crashed and I've never been able to find the character again. Was this a bug in the game, or did I find something special?
***Monique Peter, East Ham***



Wrestling. A pastime that requires violence. Appealing to me, that.

**Dr Kitts furrows his brow and some spittle bubbles at his lips:**
*Interesting question, young lady. But, unfortunately, difficult to prescribe a treatment for. By WCW vs NWO, I presume you mean the first game but by League I am unsure of whether you mean the WCW, NWO, DOA or IU Leagues, all of which finish off with 'secret' characters (Diamond Dallas Page, Randy Savage, Wrath and Glacier respectively), which I'm almost certain is what you saw.*

*Alternatively, if you've completed all four competitions, you could have been steps away from accessing both Joe Bruiser and Black Widow. Be sure to return to the clinic and let me know whether I was right or not, won't you? Thankyou and onwards...*

Dr Kitts,
I was playing *F1 World Grand Prix* and racing around Silverstone in a McLaren when something weird happened. I had just completed a lap when I heard a sound I'd never heard before and a ghost car shot past me. But! It wasn't the black and silver McLaren but the old red and white McLaren that Ayrton Senna used to drive and it was FAST. I tried to keep up with it but it was just *too* quick. Can you tell me what this is?
***Tim Padwick, Bexhill-on-Sea***

**Smiling, Dr Kitts puts down his copy of 'Cardio-Vascular Party Time!':**
*A tremendous question, young man. The kind of questioning I, as a good Doctor, revel in. Sadly, I don't have the prescription in my medicine cabinet. However, I have a good friend at the Video System County Hospital who has the answer for you: "The ghost car which is painted red and white is a hidden feature in the game. The car's driving data is based on the best course record obtained by the F1 World GP development staff. It appears when the player's record is greater than the courses fixed time limit." And there we have it. Another problem solved.*

**Got a gaming query?** Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

## Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ..................

and I live at ..................

..................

..................

..................Postcode..................

You're through to the...

# NINTENDO

Only one subject for calls to the Hotline this month: *Zelda*. In fact it's been a busy Christmas; not only did we all have to find time to play and finish *Zelda*, we've had to take a million calls from people stuck on various parts of Miyamoto's masterpiece.

Still, no one's complaining – *Zelda*'s so good it's even a pleasure to help people out with it. Well almost – it's a pretty good excuse to go back and actually play the game anyway.

There's not really enough room on two pages to give you any walkthrough type help (the staff at **N64** Magazine have probably got that covered as it is). No, instead, we thought we'd give you the locations of some of the game's more important items. Only look when you're stuck, y'hear!

## The Legend of Zelda: Ocarina of Time

### LOCATION OF THE HEART CONTAINERS

Collecting four heart containers allows Link an extra bar on his life gauge. Along with the eight complete heart containers you earn for beating the boss at the end of each of game's main dungeons, there are 36 quarter pieces hidden around the place. If you collect them all, you earn nine extra notches on your life bar, making battles considerably easier.

| What you need | Heart Location | What you have to do |
|---|---|---|
| Adult, Goron Tunic | **Death Mountain Crater** | Hidden in an arch in the wall (climb down) |
| Adult, Magic Bean Leaf | **Death Mountain Crater** | Top of the left-hand ash cone |
| Adult, Magic Bean Leaf | **Death Mountain Trail** | Above the doorway to Dodongo's cavern |
| Adult, Magic Bean Leaf | **Desert Colossus** | On top of the arch before the temple |
| Child/Adult, Magic Bean Leaf | **Gerudo Valley** | Behind the waterfall, up a ladder |
| Adult, Longshot (Child, chicken) | **Gerudo Valley** | Break the boxes on the ledges over the river |
| Adult, Epona | **Gerudo's Fortress** | Win the Horseback archery compo |
| Adult, Hookshot | **Gerudo's Fortress** | At the top of the thieves hideout in a chest |
| Child, Bombs | **Goron City** | Light the torches and throw bombs in the vase |
| Adult, Longshot | **Graveyard** | Beat Dampe's ghost in less than a minute |
| Child | **Graveyard** | Win the Gravedigging Tour |
| Adult, Magic Bean Leaf | **Graveyard** | Above the Magic Bean Leaf in a crate |
| Child/Adult | **Graveyard** | Find the unmarked grave and play the Sun Song |
| Child | **Hyrule Castle/Market** | Win the Bombchu game |
| Child, Night Only | **Hyrule Castle/Market** | Find Pooch Lady's dog |
| Child, Lens of Truth | **Hyrule Castle/Market** | Win the Treasure Box game |
| Child/Adult, Stone of Agony | **Hyrule Field** | Find the hidden hole between the four fences in front of Lake Hylia, open it and buy it for ten rupees |
| [illegible] Gold Scale | **Hyrule Field** | Find a hidden hole near a tree between Gerudo Valley and Hyrule Castle. It's in the pond there |
| [illegible] Bottle of Blue Fire | **Ice Cavern** | In a room in the ice cavern, frozen in red ice |
| Child/Adult, 50 Skulltulas | **Kakariko Village** | Reward from the Skulltula family |
| Child/Adult | **Kakariko Village** | In the cow's stall |
| Child/Adult | **Kakariko Village** | In the windmill on a ledge |
| Adult, Longshot | **Kakariko Village** | Talk to the man at the top of Ganny's Po[illegible] |
| Adult, Gold Scale | **Lake Hylia** | Dive to the bottom of the scientist's lab with the Gold Scale. He'll reward you |
| Child | **Lake Hylia** | Catch a ten pound fish in the Fishing Game |
| Adult, Magic Bean Leaf | **Lake Hylia** | Top of the Lakeside Lab on the balcony |
| Child | **Lon Lon [illegible]** | Find the tunnel in the Storage Shed (move the boxes) |
| [illegible] Ocarina, Saria's Song | **Lost Woods** | Find the single Skull Kid and play him Saria's Song |
| [illegible] Ocarina | **Lost Woods** | Jam with the two Skull Kids and win |
| [illegible] Deku Stick | **Zora's Domain** | [illegible] the four torches and look behind the waterfall |
| [illegible] | **Zora's Fountain** | On an iceberg |
| Adult, Iron Boots, Zora Tunic | **Zora's Fountain** | On the lake's bottom |
| [illegible] the six "gray note" songs | **Zora's River** | Make the [illegible] and win the Bug-[illegible] |
| Child/Adult | **Zora's River** | On the central section of the river [illegible] |
| Child, Chicken | **Zora's River** | Float to a platform near the [illegible] |
| Child, The Song of Storms | **Zora's River** | Find the Frog Chorus and play them the [illegible] |

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# HOTLINE

## COMPLETE HEART CONTAINERS

You'll win a complete heart at the end of each main dungeon (after you've beaten the boss).

| | |
|---|---|
| **Great Deku Tree** | Beat Gohma |
| **Dodongo's Cavern** | Beat King Dodongo |
| **Jabu-Jabu's Belly** | Beat Barinade |
| **Forest Temple** | Beat Phantom Ganon |
| **Fire temple** | Beat Volvagia |
| **Water Temple** | Beat Morpha |
| **Shadow Temple** | Beat Bongo Bongo |
| **Spirit Temple** | Beat Twinrova |




## MAGIC BEAN BED LOCATIONS

**Hole 1:** Kokiri Forest
**Location:** Next to the shop where you buy the first Deku Shield.
**Result:** Gives you access to a shelf of rupees.

**Hole 2:** Lost Woods I
**Location:** Follow the tunnels west past the field with the single Skull Kid.
**Result:** Shortcut from one side of the area to other.

**Hole 3:** Lost Woods II
**Location:** In a field southeast of



the entrance to the Sacred Forest Meadow.
**Result:** Allows a night time journey to a hidden Skulltula.

**Hole 4:** Kakariko Graveyard
**Location:** Near a row of graves on the far left.
**Result:** Allows Link a ride to a piece of heart (it's hidden in a crate).

**Hole 5:** Dodongo's Cavern
**Location:** Just inside the entrance.
**Result:** A ride to the top of Death Mountain (collect the piece of heart on the way).



**Hole 6:** Zora's River
**Location:** Next to the Magic Bean seller.
**Result:** A ride to the entrance of Zora's Domain (pick up the heart on the platform in the middle area of the river).

**Hole 7:** Lake Hylia
**Location:** To the side of the Lakeside Laboratory.
**Result:** A ride to the top of the lab to find a piece of heart.

**Hole 8:** Death Mountain Crater
**Location:** In the crater.
**Result:** A ride to the top of the cones to pick up a piece of heart.



**Hole 9:** Gerudo Valley
**Location:** On the lowest ledge by the river on the far side. The dirt path is by the maiden and her cow.
**Result:** A drier way of reaching the piece of heart behind the waterfall.

**Hole 10:** Desert Colossus
**Location:** Left of the temple entrance.
**Result:** A ride around the desert – pick up a piece of heart on top of the arch and a Gold Skulltula on the tall dunes at night.

## WHAT IS THE NINTENDO HOTLINE?

**We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.**

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem solved swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

### Now also available!

We also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

# WIN £1000 OF HI-TECH

## (Plus five copies of Silicon



### Design your own *Silicon Valley* animals for fun and profit.

**Ever fancied playing Dr Frankenstein for the day? Come on, admit it – everyone must have dreamed about creating their own freak of nature at one time or another. We all get the urge to sharpen the scalpels and shake the old test tubes from time to time (*Well, Martin does anyway* – Ed). Mix up a nice potion? Graft your neighbour's cat's tail onto your best friend's chin? Heh.**

Unfortunately there are several tedious European laws preventing decent, honest scientists from producing anything funnier than a poxy mouse with an ear on its back. Such is life. Anyhow, there *is* a way for budding Peter Cushings and Vincent Prices to 'virtually' indulge their wildest limb-grafting fantasies, via a marriage of the marvel of modern technology we call the Nintendo 64 and the wonderfully warped *Spacestation Silicon Valley*.

Rocket-powered dogs, rabbits with rotor blades for ears, legless sheep with giant springs on their bellies, and all shapes and sizes of exploding turds… When it comes to freaks, *Silicon Valley* has got the lot. It's obvious that the game's designers had a lot of fun devising their collection of mutants, and we thought it would be nice if you got the chance to do the same thing. Create a creature of your own!

It could be something useful, like a special hairless Jes-Spider Monkey hybrid that could be oiled up and squeezed into the tiniest of spaces. Handy. Or a Swiss Army Andrea, which could be used in combination with the Jes Monkey, both to grease it up and to winkle it out of small places if it gets stuck. Setting aside practicality and plumping for sadism, how about something to make your friends chuckle? Like a twelve-buttocked pig with FuSoYa's face, or a mouse with Mark Green-style size 19 feet splayed at right angles to its body. With the power of genetic engineering, the world is your James Price Exploding Boar.

Which brings us on to the whole point of this exercise in playing God – the prize. All £1000-worth of it. That's right, a cool G, the magic K, a 'polar bear' or whatever Cockneys might call it. It's yours to spend on the hi-tech gadgets of your silicon dreams, from CD players to night vision goggles, sub woofers to things that light up and make funny noises. The creator of the most imaginative animal wins the spending spree, and five runners up will receive a copy of *Spacestation Silicon Valley*, all courtesy of the folks at the game's publishers, Take 2.

## A GRAND DAY OUT

Gadgets. Mmmm. How many times have you drooled over the latest shiny chrome things in the window of your local electronics emporium and wished you had a spare £1000 burning a hole in your pocket? Well chances are once you get inside the shop you'll be overwhelmed by the huge array of goodies flashing their LCD displays in a tempting manner and whispering "Buy me. You know you want to". And you can!

So you might need a little help in deciding where the cash should be splashed and avoiding the things you'll be able to pick up for next to nothing in a couple of months' time. Here's what £1000 will get you these days…

**1**




△ ***JVC HR-S9500*** *It's an S-VHS VCR, it's got lots of numbers in its name, and it's chrome. Yum.*

***Storm Navigator*** ▷ *Shockingly trendy watch incorporating a compass, thermometer and torch.*

△ ***3Com Palm III*** *Organise your life, make appointments, and do enigmatic business things.*

# WORTH GADGETS

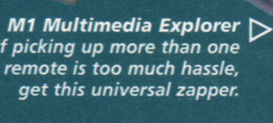
## Valley for the runners up.)

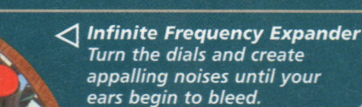
2



**Pioneer Loopmaster** ▷
*Look at that – it's completely transparent! Nice sound too (as if that mattered).*

△ **Sony MRS-DRE1**
*A dinky little Minidisc mixing station to create neighbour-bothering 'choons'.*





**M1 Multimedia Explorer** ▷
*If picking up more than one remote is too much hassle, get this universal zapper.*

3

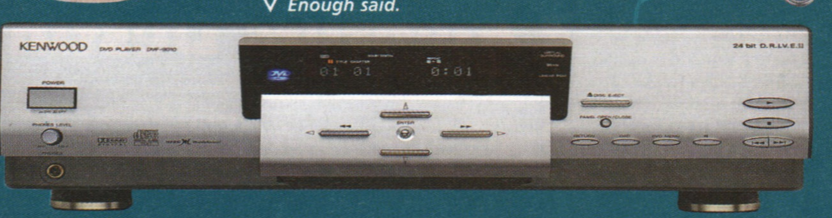


◁ **Infinite Frequency Expander**
*Turn the dials and create appalling noises until your ears begin to bleed.*




**Sony ICD-V21** ▷
*A miniature voice recorder with enough memory to store Depeche Mode's greatest hits.*

**Kenwood DVD player**
*Wil drooled over this until the floor was a slippery mess. Enough said.* ▽




### HOW TO ENTER

Pop your creation, be it description, recipe, drawing, model, or actual genetically modified bio-enhanced creature, into your nearest postbox and place your trust in the Royal Mail to deliver it unscathed to our waiting scientists at:

**West Country Mutant Research Facility, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**

### Rules

1. Closing date for entries is March 19th.
2. Employees of Future Publishing and Take 2 are not eligible to enter. Neither are their families and friends. Failure to observe this rule is punishable by death.
3. The winning entry will be chosen in traditional West Country manner, by rolling a greased Jes Monkey from the top of Glastonbury Tor and counting how many rocks it hits before it breaks up.
4. No cash alternative available.
5. The editor's decision may be deplorable, but it's final.

# I'M THE BEST

## These people are anyway.

Well there's still a few of you playing something other than *Zelda*, and I'm the Best continues to grow fatter than a well-fed Cucco as your records for games that do have high score tables, best times and the like continue to flood in.

So keep on plugging away at *Banjo*, *GoldenEye*, *1080°*, *F1 World Grand Prix* and *F-Zero X*, and send us photos, videos or Game Boy pictures of your finest achievements. And if anyone can think up a suitably cheat-proof way to get a little bit of *Zelda* into I'm the Best, we'd love to hear your ideas.



## STAR PERFORMANCE

**Never an easy one to judge this, but for his superb performance in coming top in practically every *Yoshi's Story* league we've got, this month's Star Performance Award goes to John Heelham of Denton in Manchester. High scores in *Yoshi* take a lot of patience as well as gaming skill and there can't be many people more qualified than John out there to show us all how it should be done.**

If you've done anything you think worthy of being singled out as a Star Performance, send us the evidence on photo or video. If you pop a photo of yourself in the envelope, we'll print that as well.



## NEW HIGH SCORE!

**In issue 23, we asked for your best times on the Magny Cours circuit of F1 World Grand Prix. Some of the times we've had back have been exceptional, but the winner is James Hegarty of Belfast. He definitely didn't use a cheat car, but we reckon cutting quite so many corners would have posed structural problems for a real-life GP car.**

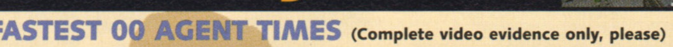
Remember, the rest of our F1 leagues are still open for business, and times can be set for any of the named tracks in any way you like EXCEPT to use the cheat Gold and Silver cars. Make sure you send video or photo footage of the country's record screen.




## THIS MONTH'S TIME TO BEAT

This month, we want your fastest times for Arcade 2 in *V-Rally*. Fast times for Arcade 1 should be entered for our Win a Car compo on page 27, but times for Arcade 2 can win you a rather less glamorous (but just as prized) Mako Pad from Interact (01204 700139). Fastest time, with photo or video evidence, received by 25th Feb wins.

## GoldenEye 007



### FASTEST 00 AGENT TIMES (Complete video evidence only, please)

| | | |
|---|---|---|
| **CAVERNS** | | |
| 1 | 00'04"28 | Stelios Giamarelos, *Athens* |
| 2 | 00'04"58 | Zahir Ishani, *Surrey* |
| 3 | 00'05"22 | Ryan Bledsoe, *North Yorks* |
| 4 | 00'05"36 | Gary Henry, *Morecambe* |
| 5 | 00'05"40 | David Nicol, *Cambridge* |
| **BUNKER 2** | | |
| 1 | 00'01"42 | Stelios Giamarelos, *Athens* |
| 2 | 00'02"04 | David Nicol, *Cambridge* |
| 3 | 00'02"46 | Ryan Bledsoe, *North Yorks* |
| 4 | 00'02"47 | Sam Fenwick, *Bedford* |
| 5 | 00'02"56 | Andrew Mills, *Dundee* |
| **CONTROL** | | |
| 1 | 00'06"54 | Jonathan Gane, *Herts* |
| 2 | 00'06"56 | Stelios Giamarelos, *Athens* |
| 3 | 00'07"03 | Jan-Erik Spangberg, *Sweden* |
| 4 | 00'07"20 | Oliver Carson, *Devon* |
| 5 | 00'07"24 | David Nicol, *Cambridge* |
| **CRADLE** | | Send us your times! |
| 1 | 00'02"15 | Ryan Bledsoe, *North Yorks* |

## Super Mario 64

### UK (PAL) VERSION ONLY



| | | |
|---|---|---|
| **PEACH SLIDE** | | |
| 1 | 0'12"7 | Stelios Giamarelos, *Greece* |
| 2 | 0'12"8 | E. Kivilohkare, *Norway* |
| 3 | 0'12"9 | Dave Bloemer, *Holland* |
| 4 | 0'12"9 | Peter Shaw, *Derbyshire* |
| 5 | 0'13"0 | Trev Henderson, *Harrogate* |

## Fighters Destiny

### FASTEST TIME

UK (PAL) version only

| | | |
|---|---|---|
| 1 | 0'12"70 | James Green, *West Yorks* |
| 2 | 0'26"57 | Richard O'Connell |
| 3 | 0'29"35 | Thomas Rice, *Farnborough* |
| 4 | 0'29"36 | Aidan Marriott, *N. Ireland* |
| 5 | 0'30"34 | Lee McGrady, *Cumbria* |

# Banjo-Kazooie



### UK (PAL) TIMES ONLY

| MUMBO'S MOUNTAIN | | |
|---|---|---|
| 1 | 00'04"54 | Steve Ridley, *Norwich* |
| 2 | 00'05"08 | Stelios Giamarelos, *Athens* |
| 3 | 00'05"30 | Marc Keeling Vincent, *West Sussex* |
| 4 | 00'05"48 | Patrick Wessels, *Rotterdam* |
| 5 | 00'06"01 | Stephen Mansfield, *Derby* |
| 6 | 00'06"18 | Steven Zwantjes, *Holland* |
| 7 | 00'06"19 | Marco Torri, *Switzerland* |
| 8 | 00'06"20 | Graham Underwood, *Penrith* |
| 9 | 00'06"24 | Darren Gordon, *Fife* |
| 10 | 00'06"25 | John Davies, *Newcastle-under-Lyme* |

| TREASURE TROVE COVE | | |
|---|---|---|
| 1 | 00'05"39 | Steve Ridley, *Norwich* |
| 2 | 00'07"36 | Orestis Giamarelos, *Athens* |
| 3 | 00'08"13 | Stelios Giamarelos, *Athens* |
| 4 | 00'09"39 | Patrick Wessels, *Rotterdam* |
| 5 | 00'10"41 | Darren Gordon, *Fife* |

| CLANKER'S CAVERN | | |
|---|---|---|
| 1 | 00'11"13 | Patrick Wessels, *Rotterdam* |
| 2 | 00'11"58 | Sharon Frank, *Fraserburgh* |
| 3 | 00'12"12 | Darren Gordon, *Fife* |
| 4 | 00'12"31 | Chris Robus, *Yeovil* |
| 5 | 00'13"15 | Francis Huen, *Sheffield* |

| BUBBLEGLOOP SWAMP | | |
|---|---|---|
| 1 | 00'14"41 | Patrick Wessels, *Rotterdam* |
| 2 | 00'14"27 | Stelios Giamarelos, *Athens* |
| 3 | 00'15"37 | Steve Ridley, *Norwich* |
| 4 | 00'16"00 | Darren Gordon, *Fife* |
| 5 | 00'16"01 | Naomi Janine Morgan, *Birmingham* |

| GOBI'S VALLEY | | |
|---|---|---|
| 1 | 00'14"41 | Patrick Wessels, *Rotterdam* |
| 2 | 00'14"27 | Stelios Giamarelos, *Athens* |
| 3 | 00'15"37 | Steve Ridley, *Norwich* |
| 4 | 00'16"00 | Darren Gordon, *Fife* |
| 5 | 00'16"01 | Naomi Janine Morgan, *Birmingham* |

| FREEZEEZY PEAK | | |
|---|---|---|
| 1 | 00'11"31 | Steve Ridley, *Norwich* |
| 2 | 00'13"55 | Stelios Giamarelos, *Athens* |
| 3 | 00'15"17 | Patrick Wessels, *Rotterdam* |
| 4 | 00'17"42 | Chris Robus, *Yeovil* |
| 5 | 00'18"25 | Andrew Mills, *Londonderry* |

| MAD MONSTER MANSION | | |
|---|---|---|
| 1 | 00'13"49 | Patrick Wessels, *Rotterdam* |
| 2 | 00'13"59 | Steve Ridley, *Norwich* |
| 3 | 00'14"08 | Stelios Giamarelos, *Athens* |
| 4 | 00'14"15 | Jan-Erik Spangberg, *Sweden* |
| 5 | 00'15"39 | Darren Gordon, *Fife* |

| RUSTY BUCKET BAY | | |
|---|---|---|
| 1 | 00'13"39 | Jon Davies, *Oxfordshire* |
| 2 | 00'14"01 | Stelios Giamarelos, *Athens* |
| 3 | 00'14"42 | Steve Ridley, *Norwich* |
| 4 | 00'15"43 | Patrick Wessels, *Rotterdam* |
| 5 | 00'17"55 | Jon Davies, *Oxfordshire* |

| CLICK CLOCK WOOD | | |
|---|---|---|
| 1 | 00'13"39 | Jon Davies, *Oxfordshire* |
| 2 | 00'14"01 | Stelios Giamarelos, *Athens* |
| 3 | 00'14"42 | Steve Ridley, *Norwich* |
| 4 | 00'15"43 | Patrick Wessels, *Rotterdam* |
| 5 | 00'17"55 | Jon Davies, *Oxfordshire* |

| TOTAL GAME TIME | | |
|---|---|---|
| 1 | 02'00"51 | Stelios Giamarelos, *Athens* |
| 2 | 02'24"05 | Steve Ridley, *Norwich* |
| 3 | 02'54"00 | Jon Davies, *Oxfordshire* |
| 4 | 03'06"22 | Andrew Mills, *Londonderry* |
| 5 | 03'09"18 | Jan-Erik Spangberg, *Sweden* |

# Wetrix

### CLASSIC MODE

UK (PAL) Version only

| | | |
|---|---|---|
| 1 | 137278925 | James Ellis, *Middlesex* |
| 2 | 133147005 | Brian Coombs, *Middlesex* |
| 3 | 129265782 | Michael van Zeventer, *Holland* |
| 4 | 104586444 | James Glover, *Kent* |
| 5 | 102719459 | Trevor Donaldson, *Manchester* |

# Top Gear Rally

### UK (PAL) TIMES ONLY

No secret cars

| COASTLINE | | |
|---|---|---|
| 1 | 3'18"22 | Paul Simcox, *Peterborough* |
| 2 | 3'18"30 | Martin Conroy, *Leeds* |
| 3 | 3'21"90 | Simon Madsen, *Denmark* |
| 4 | 3'24"18 | David Money, *Nuneaton* |
| 5 | 3'26"10 | N Cade Westcome, *M.Keynes* |

| STRIP MINE | | |
|---|---|---|
| 1 | 2'49"31 | Jason Larosa, *Pembroke* |
| 2 | 2'52"55 | Rob Young, *Hull* |
| 3 | 2'55"51 | Anders Ringdal, *Norway* |
| 4 | 2'55"55 | Jason Eggington, *York* |
| 5 | 2'56"19 | Simon Madsen, *Denmark* |

# F1 World Grand Prix



### UK (PAL) TIMES ONLY

No secret cars

| AUSTRALIA | | |
|---|---|---|
| 1 | 1'05"86 | Kristoffer Thorbjornsen, *Scotland* |
| 2 | 1'06"46 | James Hegarty, *Belfast* |
| 3 | 1'06"90 | David Savage, *Wokingham* |
| 4 | 1'06"92 | Martin Pickering, *Denbighshire* |
| 5 | 1'07"12 | Max Carter, *Taunton* |

| BRAZIL | | |
|---|---|---|
| 1 | 0'59"16 | Kristoffer Thorbjornsen, *Scotland* |
| 2 | 1'00"29 | James Hegarty, *Belfast* |
| 3 | 1'01"17 | Martin Pickering, *Denbighshire* |
| 4 | 1'01"68 | Pete Hudson, *Lincoln* |
| 5 | 1'01"69 | Alan Dundas, *Angus* |

| ARGENTINA | | |
|---|---|---|
| 1 | 1'03"12 | Kristoffer Thorbjornsen, *Scotland* |
| 2 | 1'03"44 | Martin Pickering, *Denbighshire* |
| 3 | 1'04"68 | James Eberlein, *Deal* |
| 4 | 1'05"26 | Alan Dundas, *Angus* |
| 5 | 1'05"46 | Nick Synes, *Chichester* |

| MONACO | | |
|---|---|---|
| 1 | 0'59"41 | Stuart Richards, *Surrey* |
| 2 | 1'00"89 | Alan Dundas, *Angus* |
| 3 | 1'00"93 | Kristoffer Thorbjornsen, *Scotland* |
| 4 | 1'01"22 | Nick Synes, *Chichester* |
| 5 | 1'03"32 | Steven Barclay, *Ilford* |

| FRANCE | | |
|---|---|---|
| 1 | 0'56"69 | James Hegarty, *Belfast* |
| 2 | 0'57"44 | Kristoffer Thorbjornsen, *Scotland* |
| 3 | 0'57"77 | Steven Barclay, *Ilford* |
| 4 | 0'57"93 | James Eberlein, *Deal* |
| 5 | 0'58"04 | Martin Pickering, *Denbighshire* |

| BRITAIN | | |
|---|---|---|
| 1 | 0'59"21 | Martin Pickering, *Denbighshire* |
| 2 | 1'00"71 | Kristoffer Thorbjornsen, *Scotland* |
| 3 | 1'00"78 | James Eberlein, *Deal* |
| 4 | 1'00"96 | James Hegarty, *Belfast* |
| 5 | 1'01"25 | Alan Dundas, *Angus* |

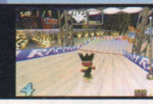
| GERMANY | | |
|---|---|---|
| 1 | 1'16"97 | Martin Pickering, *Denbighshire* |
| 2 | 1'18"16 | Kristoffer Thorbjornsen, *Scotland* |
| 3 | 1'18"56 | Alan Dundas, *Angus* |
| 4 | 1'18"67 | James Eberlein, *Deal* |
| 5 | 1'19"07 | Joachim Clauwers, *Belgium* |

| ITALY | | |
|---|---|---|
| 1 | 1'04"00 | James Eberlein, *Deal* |
| 2 | 1'04"40 | Alan Dundas, *Angus* |
| 3 | 1'04"97 | Kristoffer Thorbjornsen, *Scotland* |
| 4 | 1'05"12 | Steven Barclay, *Ilford* |
| 5 | 1'05"61 | James Hegarty, *Belfast* |

| JAPAN | | |
|---|---|---|
| 1 | 1'15"07 | James Eberlein, *Deal* |
| 2 | 1'15"87 | Greig Bingham, *Ayrshire* |
| 3 | 1'16"31 | Steven Barclay, *Ilford* |
| 4 | 1'16"35 | Alan Dundas, *Angus* |
| 5 | 1'16"62 | Kristoffer Thorbjornsen, *Scotland* |

GO! GO!

# Snowboard Kids



UK (PAL) TIMES ONLY

## STUNT GAME

| | | |
|---|---|---|
| 1 | 9999 | Mario Siouyis, *Greece* |
| 2 | 9998 | Stelios Giamarelos, *Greece* |
| 3 | 9040 | Ed Higgins, *Essex* |
| 4 | 8940 | Robert Hollinshead, *Kent* |
| 5 | 7684 | Matt Peck, *East Sussex* |
| 6 | 7240 | Olav Vassend, *Norway* |
| 7 | 6944 | T. Egerton-Jones, *Liverpool* |
| 8 | 6572 | Luke Porter, *Belfast* |
| 9 | 6400 | Rob Davies, *Swansea* |
| 10 | 5520 | Robert Gallagher, *Southampton* |

## ROOKIE MOUNTAIN speed game

| | | |
|---|---|---|
| 1 | 0'26"20 | Jamie Hyde, *Bradford-on-Avon* |
| 2 | 0'26"30 | Brett Slader, *Australia* |
| 3 | 0'26"33 | Konstantinos Mitzithras, *Greece* |

## BIG SNOWMAN speed game

| | | |
|---|---|---|
| 1 | 1'36"13 | John Heelham, *Manchester* |
| 2 | 1'36"93 | Jamie Hyde, *Bradford-on-Avon* |
| 3 | 1'37"00 | Konstantinos Mitzithras, *Greece* |

## SUNSET ROCK speed game

| | | |
|---|---|---|
| 1 | 1'34"60 | Jamie Hyde, *Bradford-on-Avon* |
| 2 | 1'35"10 | Graeme Robb, *Scotland* |
| 3 | 1'35"16 | Konstantinos Mitzithras, *Greece* |

## NIGHT HIGHWAY

| | | |
|---|---|---|
| 1 | 1'29"13 | Kevin Seeney, *Bath* |
| 2 | 1'29"73 | Graeme Robb, *Scotland* |
| 3 | 1'29"76 | Al Pierce, *Salisbury* |

## GRASS VALLEY

| | | |
|---|---|---|
| 1 | 1'40"83 | John Heelham, *Manchester* |
| 2 | 1'41"43 | Konstantinos Mitzithras, *Greece* |
| 3 | 1'41"66 | Graeme Robb, *Scotland* |

## DIZZY LAND

| | | |
|---|---|---|
| 1 | 1'35"96 | Kevin Seeney, *Bath* |
| 2 | 1'36"03 | Konstantinos Mitzithras, *Greece* |
| 3 | 1'36"06 | Mario Sioutis, *Greece* |

## QUICKSAND

| | | |
|---|---|---|
| 1 | 1'34"56 | Kevin Seeney, *Bath* |
| 2 | 1'35"10 | John Heelham, *Manchester* |
| 3 | 1'35"50 | Brett Slader, *Australia* |

## SILVER MOUNTAIN

| | | |
|---|---|---|
| 1 | 1'44"13 | Jamie Hyde, *Bradford-on-Avon* |
| 2 | 1'44"70 | John Heelham, *Manchester* |
| 3 | 1'44"70 | Konstantinos Mitzithras, *Greece* |

## NINJA LAND

| | | |
|---|---|---|
| 1 | 00'22"96 | Andy Palmer, *Herts* |
| 2 | 00'23"10 | Daniel Aherne, *Manchester* |
| 3 | 00'23"30 | Mario Sioutis, *Greece* |

# 1080° Snowboarding



UK (PAL) TIMES ONLY

## CRYSTAL LAKE

| | | |
|---|---|---|
| 1 | 1'03"06 | Brett Slader, *Australia* |
| 2 | 1'03"06 | Andrew Haigh, *Norfolk* |
| 3 | 1'03"12 | Ruben Larsen, *Norway* |
| 4 | 1'03"26 | Daniel Dunn, *Lincolnshire* |
| 5 | 1'03"26 | Colin Sales, *Bishopston* |

## CRYSTAL PEAK

| | | |
|---|---|---|
| 1 | 1'28"01 | Brett Slader, *Australia* |
| 2 | 1'28"50 | Ruben & Jon Olav Larsen |
| 3 | 1'28"57 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1'28"63 | Adam Charlton, *Buckden* |
| 5 | 1'28"80 | John Addis, *Marlow* |

## GOLDEN FOREST

| | | |
|---|---|---|
| 1 | 1'20"12 | Jan-Erik Spangberg, *Sweden* |
| 2 | 1'20"55 | Brett Slader, *Australia* |
| 3 | 1'20"58 | Chris Redit, *St. Albans* |
| 4 | 1'21"37 | Brett Slader, *Australia* |
| 5 | 1'21"51 | Ruben & Jon Olav Larsen |

## MOUNTAIN VILLAGE

| | | |
|---|---|---|
| 1 | 1'31"08 | Adam Charlton, *Buckden* |
| 2 | 1'31"64 | Jan-Erik Spangberg, *Sweden* |
| 3 | 1'32"03 | Adam Charlton, *Huntingdon* |
| 4 | 1'32"26 | Brett Slader, *Australia* |
| 5 | 1'32"73 | Daniel Dunn, *Lincolnshire* |

## DRAGON CAVE

| | | |
|---|---|---|
| 1 | 1'27"61 | Brett Slader, *Australia* |
| 2 | 1'27"45 | Daniel Dunn, *Lincolnshire* |
| 3 | 1'29"00 | Ruben & Jon Olav Larsen |
| 4 | 1'29"13 | Jonathan Gallagher, *Bourne End* |
| 5 | 1'29"33 | Jan-Erik Spangberg, *Sweden* |

## DEADLY FALL

| | | |
|---|---|---|
| 1 | 1'08"44 | Brett Slader, *Australia* |
| 2 | 1'08"87 | Manolis Kalaitzake, *Cork* |
| 3 | 1'09"49 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1'09"76 | Chris Redit, *St. Albans* |
| 5 | 1'09"89 | Johan Olaf Wallins, *Sweden* |

## CONTEST MODE

| | | |
|---|---|---|
| 1 | 265088 | Oliver Thomason, *Brighton* |
| 2 | 257473 | Brett Slader, *Australia* |
| 3 | 253981 | James Shaughnessy, *Cheshire* |
| 4 | 218881 | Manolis Kalaitzake, *Cork* |
| 5 | 214377 | Daniel Dunn, *Lincolnshire* |

# YOSHI'S STORY

## 1-1

| | | |
|---|---|---|
| 1 | 6470 | John Heelham, *Manchester* |
| 2 | 6340 | Richard Davies, *Rotherham* |
| 3 | 6296 | Jon Olav Larsen, *E. Layton* |
| 4 | 6275 | James Watton, *Edinburgh* |
| 5 | 6254 | Ruben Larsen, *Norway* |
| 6 | 6218 | Gordon Willmott, *Edinburgh* |
| 7 | 6183 | Daniel Dunn, *Lincolnshire* |
| 8 | 6156 | Steven Taylor, *Cheshire* |
| 9 | 6122 | Piet dem Dulk, *Holland* |
| 10 | 5904 | Gabrielle Murphy, *Dublin* |

## 1-2

| | | |
|---|---|---|
| 1 | 6372 | Gordon Willmott, *Edinburgh* |
| 2 | 6238 | Andrew McGrae, *Southport* |
| 3 | 6041 | Daniel Dunn, *Lincolnshire* |
| 4 | 6016 | Bonny Qvistorff, *Denmark* |
| 5 | 5704 | Alison Lennox, *Argyll* |

## 2-1

| | | |
|---|---|---|
| 1 | 6367 | *John Heelham, Manchester* |
| 2 | 6332 | *Jon Olav Larsen, Norway* |
| 3 | 6290 | *Andrew McGrae, Southport* |
| 4 | 6142 | *Daniel Dunn, Lincolnshire* |
| 5 | 6116 | *Gordon Willmott, Edinburgh* |

## 3-2

| | | |
|---|---|---|
| 1 | 6042 | John Heelham, *Manchester* |
| 2 | 6007 | Gordon Willmott, *Edinburgh* |
| 3 | 5940 | Andrew McGrae, *Southport* |

## 4-1

| | | |
|---|---|---|
| 1 | 6227 | John Heelham, *Manchester* |
| 2 | 5981 | Gordon Willmott, *Edinburgh* |
| 3 | 5918 | Daniel Dunn, *Lincolnshire* |

## 5-3

| | | |
|---|---|---|
| 1 | 6586 | John Heelham, *Manchester* |
| 2 | 6424 | Daniel Dunn, *Lincolnshire* |
| 3 | 6421 | Andrew McGrae, *Denmark* |

## 6-4

| | | |
|---|---|---|
| 1 | 6883 | John Heelham, *Manchester* |
| 2 | 5916 | Andrew McGrae, *Southport* |
| 3 | 5783 | Daniel Dunn, *Lincolnshire* |

## TOTAL SCORE

| | | |
|---|---|---|
| 1 | 38575 | John Heelham, *Manchester* |
| 2 | 37716 | Ruben Larsen, *Norway* |
| 3 | 37424 | Daniel Dunn, *Lincolnshire* |
| 4 | 36704 | Andrew McGrae, *Southport* |
| 5 | 36149 | Gabrielle Murphy, *Dublin* |

# Mario Kart 64



## UK (PAL) TIMES

### LUIGI CIRCUIT

| | | |
|---|---|---|
| 1 | 1'29"25 | Alan Dundas, *Arbroath* |
| 2 | 1'33"67 | Graham Francis, *Cronleigh* |
| 3 | 1'36"46 | Stelios Giamarelos, *Greece* |

### ROYAL RACEWAY

| | | |
|---|---|---|
| 1 | 2'05"13 | Anthony Gruitt, *Kent* |
| 2 | 2'06"28 | Stelios Giamarelos, *Greece* |
| 3 | 2'08"03 | Orestis Giamarelos, *Greece* |

### KOOPA TROOPA BEACH

| | | |
|---|---|---|
| 1 | 1'29"21 | Alan Dundas, *Arbroath* |
| 2 | 1'29"21 | Alan Dundas, *Arbroath* |
| 3 | 1'33"28 | Anthony Gruitt, *Kent* |

### FRAPPE SNOWLAND

| | | |
|---|---|---|
| 1 | 00'19"83 | Sarah Ashworth, *Shropshire* |
| 2 | 00'18"39 | Ewan Alman, *Middlesex* |
| 3 | 00'22"26 | Rhys Allen, *Australia* |

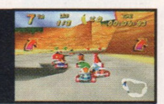
### BOWSER'S CASTLE

| | | |
|---|---|---|
| 1 | 2'08"44 | Alan Dundas, *Arbroath* |
| 2 | 2'16"47 | Anthony Gruitt, *Kent* |
| 3 | 2'16"76 | Martin Conroy, *Leeds* |

### BANSHEE BOARDWALK

| | | |
|---|---|---|
| 1 | 2'03"98 | Alan Dundas, *Arbroath* |
| 2 | 2'04"76 | Anthony Gruitt, *Kent* |
| 3 | 2'05"76 | Stelios Giamarelos, *Greece* |

# Diddy Kong Racing



## UK (PAL) TIMES ONLY

### ANCIENT LAKE

| | | |
|---|---|---|
| 1 | 0'36"20 | Stuart Richards, *Surrey* |
| 2 | 0'38"40 | Beckie Haskins, *Southsea* |
| 3 | 0'38"70 | Alan Inker, *Newport* |
| 4 | 0'40"60 | Stelios Giamarelos, *Greece* |
| 5 | 0'41"13 | Orestis Giamarelos, *Greece* |

### FOSSIL CANYON

| | | |
|---|---|---|
| 1 | 1'02"81 | Stuart Richards, *Surrey* |
| 2 | 1'05"44 | Stelios Giamarelos, *Greece* |
| 3 | 1'05"83 | Orestis Giamarelos, *Greece* |
| 4 | 1'06"53 | Adam Charlton, *Huntingdon* |
| 5 | 1'08"33 | Beckie Haskins, *Southsea* |

### HOT TOP VOLCANO

| | | |
|---|---|---|
| 1 | 0'53"93 | Stuart Richards, *Surrey* |
| 2 | 1'00"81 | Stelios Giamarelos, *Greece* |
| 3 | 1'01"96 | Beckie Haskins, *Southsea* |
| 4 | 1'02"95 | Orestis Giamarelos, *Greece* |
| 5 | 1'15"75 | Richard Dunn, *Lincolnshire* |

### JUNGLE FALLS

| | | |
|---|---|---|
| 1 | 0'41"70 | Stuart Richards, *Surrey* |
| 2 | 0'43"53 | Stelios Giamarelos, *Greece* |
| 3 | 0'43"65 | Adam Charlton, *Huntingdon* |
| 4 | 0'44"74 | Orestis Giamarelos, *Greece* |
| 5 | 0'45"66 | Arthur Van Dalen, *Holland* |

### WALRUS COVE

| | | |
|---|---|---|
| 1 | 1'30"35 | Stuart Richards, *Surrey* |
| 2 | 1'33"24 | Stelios Giamarelos, *Greece* |
| 3 | 1'35"77 | Orestis Giamarelos, *Greece* |
| 4 | 1'36"55 | Adam Charlton, *Huntingdon* |
| 5 | 1'37"10 | Ciaran McDermott, *Ireland* |

### CRESCENT ISLAND

| | | |
|---|---|---|
| 1 | 1'06"43 | Stuart Richards, *Surrey* |
| 2 | 1'09"01 | Stelios Giamarelos, *Greece* |
| 3 | 1'10"57 | Orestis Giamarelos, *Greece* |
| 4 | 1'14"26 | Ciaran McDermott, *Ireland* |
| 5 | 1'14"31 | Richard Dunn, *Lincolnshire* |

### WINDMILL PLAINS

| | | |
|---|---|---|
| 1 | 1'25"43 | Stuart Richards, *Surrey* |
| 2 | 1'33"67 | Stelios Giamarelos, *Greece* |
| 3 | 1'35"45 | Adam Charlton, *Huntingdon* |
| 4 | 1'36"61 | Orestis Giamarelos, *Greece* |
| 5 | 1'42"06 | Alan Inker, *Newport* |

### DARKMOON CAVERNS

| | | |
|---|---|---|
| 1 | 1'42"60 | Stuart Richards, *Surrey* |
| 2 | 1'49"03 | Richard Dunn, *Lincolnshire* |
| 3 | 1'49"63 | Beckie Haskins, *Southsea* |
| 4 | 1'49"75 | Adam Charlton, *Huntingdon* |
| 5 | 1'50"70 | Richard Dunn, *Lincolnshire* |

# F-Zero X



## UK (PAL) TIMES

### DEATH RACE

| | | |
|---|---|---|
| 1 | 1'05"149 | Stuart Richards, *Surrey* |
| 2 | 1'08"327 | Kristoffer Thorbjornsen, *Scotland* |
| 3 | 1'09"795 | Peter Fletcher, *Manchester* |
| 4 | 1'15"968 | Gary Duncan, *Glasgow* |
| 5 | 1'16"912 | Zico Liu, *Tyne & Wear* |

### MUTE CITY

| | | |
|---|---|---|
| 1 | 1'26"797 | Stuart Richards, *Surrey* |
| 2 | 1'26"942 | Steve Woolley, *Norfolk* |
| 3 | 1'26"996 | Martin Conroy, *Leeds* |
| 4 | 1'27"892 | Tony Gruitt, *Kent* |
| 5 | 1'27"889 | Simon Andrews, *Eastling* |

### SILENCE

| | | |
|---|---|---|
| 1 | 1'17"414 | Kristoffer Thorbjornsen, *Scotland* |
| 2 | 1'17"679 | Martyn Bibby, *Widnes* |
| 3 | 1'17"716 | Stuart Richards, *Surrey* |
| 4 | 1'17"745 | Martin Conroy, *Leeds* |
| 5 | 1'18"396 | Gary Duncan, *Glasgow* |

### RED CANYON

| | | |
|---|---|---|
| 1 | 1'20"306 | Stuart Richards, *Surrey* |
| 2 | 1'25"940 | Steve Woolley, *Norfolk* |
| 3 | 1'27"077 | Kristoffer Thorbjornsen, *Scotland* |
| 4 | 1'29"277 | Martin Conroy, *Leeds* |
| 5 | 1'33"947 | Martyn Bibby, *Widnes* |

### WHITE LAND

| | | |
|---|---|---|
| 1 | 1'40"730 | Stuart Richards, *Surrey* |
| 2 | 1'44"928 | Martin Conroy, *Leeds* |
| 3 | 1'46"826 | Steve Woolley, *Norfolk* |
| 4 | 1'49"948 | Kristoffer Thorbjornsen, *Scotland* |
| 5 | 1'52"006 | Martyn Bibby, *Widnes* |

### SECTOR B

| | | |
|---|---|---|
| 1 | 1'45"371 | Stuart Richards, *Surrey* |
| 2 | 1'52"821 | Martin Conroy, *Leeds* |
| 3 | 1'54"177 | Kristoffer Thorbjornsen, *Scotland* |
| 4 | 1'54"707 | Martyn Bibby, *Widnes* |
| 5 | 1'55"587 | Steve Woolley, *Norfolk* |

### MUTE CITY 3

| | | |
|---|---|---|
| 1 | 1'50"064 | Stuart Richards, *Surrey* |
| 2 | 1'54"581 | Steve Woolley, *Norfolk* |
| 3 | 1'59"156 | Kristoffer Thorbjornsen, *Scotland* |
| 4 | 2'03"141 | Martyn Bibby, *Widnes* |
| 5 | 2'00"887 | Gary Duncan, *Glasgow* |

### RAINBOW ROAD

| | | |
|---|---|---|
| 1 | 2'27"950 | Steve Woolley, *Norfolk* |
| 2 | 2'29"820 | Gary Duncan, *Glasgow* |
| 3 | 2'29"823 | Martyn Bibby, *Widnes* |
| 4 | 2'34"486 | Kristoffer Thorbjornsen, *Scotland* |
| 5 | 2'47"465 | Peter Grant, *Morpeth* |

### BIG HAND

| | | |
|---|---|---|
| 1 | 2'43"585 | Steve Woolley, *Norfolk* |
| 2 | 2'48"050 | Martyn Bibby, *Widnes* |
| 3 | 2'49"952 | Gary Duncan, *Glasgow* |
| 4 | 2'50"335 | Kristoffer Thorbjornsen, *Scotland* |
| 5 | 2'52"928 | Kevin Martin, *Chelmsford* |

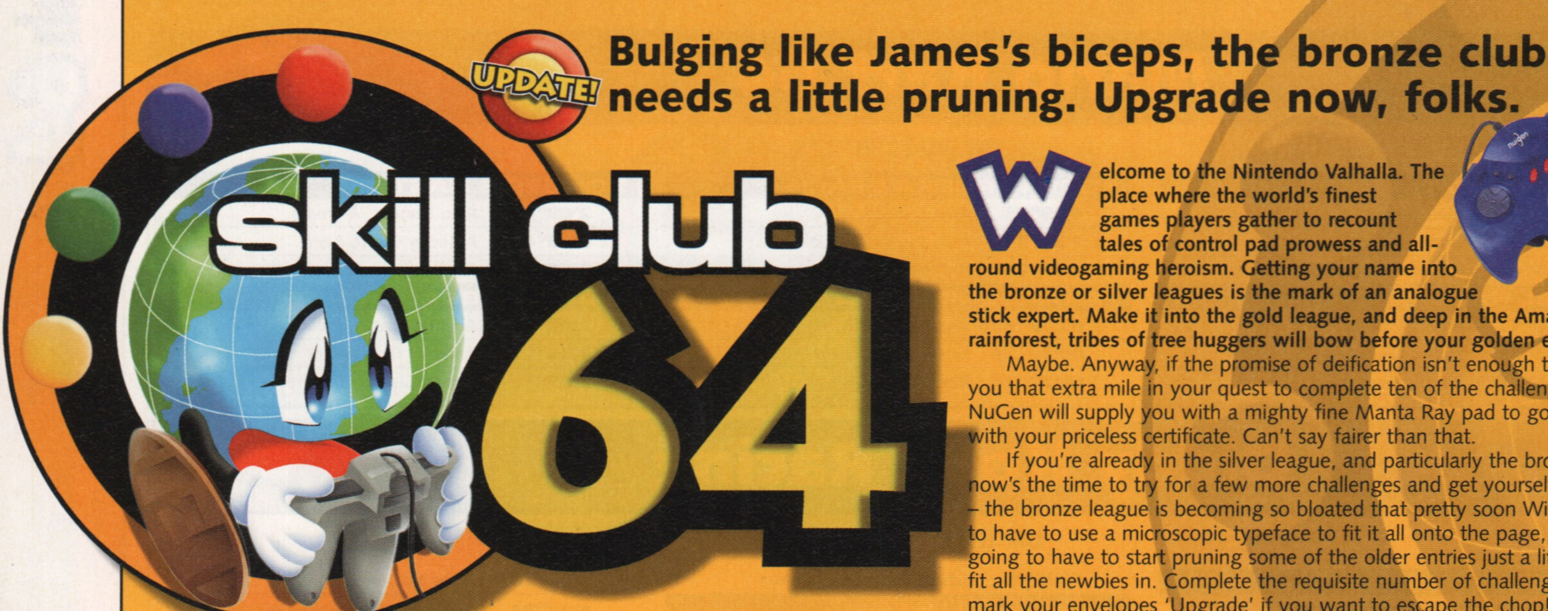
## How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: **I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.




# Bulging like James's biceps, the bronze club needs a little pruning. Upgrade now, folks.

**Welcome to the Nintendo Valhalla. The place where the world's finest games players gather to recount tales of control pad prowess and all-round videogaming heroism. Getting your name into the bronze or silver leagues is the mark of an analogue stick expert. Make it into the gold league, and deep in the Amazon rainforest, tribes of tree huggers will bow before your golden effigy.**

Maybe. Anyway, if the promise of deification isn't enough to push you that extra mile in your quest to complete ten of the challenges, NuGen will supply you with a mighty fine Manta Ray pad to go along with your priceless certificate. Can't say fairer than that.

If you're already in the silver league, and particularly the bronze one, now's the time to try for a few more challenges and get yourself upgraded – the bronze league is becoming so bloated that pretty soon Wil's going to have to use a microscopic typeface to fit it all onto the page, so we're going to have to start pruning some of the older entries just a little bit to fit all the newbies in. Complete the requisite number of challenges and mark your envelopes 'Upgrade' if you want to escape the chop!

## GOLD Club

*complete 10 challenges*

**Simon Moore**, *Liverpool*
**Richard Davies**, *Rotherham*
**René Laurent**, *Ireland*
**Stephen Lockhart**, *Ireland*
**Andrew McGrae**, *Southport*
**Matthew King**, *Bromley*
**Derek Thomson**, *Edinburgh*
**Jon Davies**, *Wallingford*
**Jan-Erik Spangberg**, *Sweden*
**Kelly Humphreys**, *Marlow*
**Graham Underwood**, *Cumbria*
**Gregor Richards**, *Dorking*
**Stuart Richards**, *Dorking*
**Stephen McMahon**, *Co. Down*
**John Kostons**, *Nederland*
**Piet dem Dulk**, *Holland*
**Paul Isaia**, *Southampton*
**Robert Gallagher**, *Eastleigh*
**Ingvar S. Arnorson**, *Iceland*
**David Sharp**, *Clackmannanshire*
**Shane Roberts**, *Spalding*
**Andrew Mills**, *Londonderry*
**Mark Currid**, *Ireland*
**David Nicol**, *Cambridge*
**David Keane**, *Sandwich*
**David Crowther**, *Kent*
**Daniel Syversen**, *Norway*
**Stelios & Orestis Giaremelos**, *Greece*
**Michael J.K Bevan**, *New Zealand*
**Chris Smith**, *Tyne & Wear*
**Kostas A. Mitzithras**, *Greece*
**Richard Ford**, *London*
**Phill Young**, *Northallerton*
**Michael Mawdsley**, *Southport*

## SILVER Club

*complete 7 challenges*

| NAME | COMPLETED |
|---|---|
| **Kevin Spring**, *Bradford* | A,B,C,D,G,H,I |
| **Kenneth Pickering**, *Ayrshire* | A,B,C,D,G,I,J |
| **Shaun Bell**, *Trowbridge* | A,B,D,E,G,H,I |
| **Kurt Peter Radford**, *Rotherham* | A,B,D,E,F,I,J |
| **Richard Davies**, *Rotherham* | A,B,D,E,F,I,J |
| **Philip Foster**, *Havant* | A,B,D,E,F,G,I |
| **Derek Topper**, *Bristol* | A,C,E,F,G,H,I |
| **Chris Scearce**, *Reading* | A,B,C,D,F,G,I |
| **Arthur Van Dalen**, *The Netherlands* | A,B,D,F,G,H,I |
| **Ciaran McDermott**, *Ireland* | A,B,C,D,E,F,H |
| **Rony Costa**, *Middlesex* | A,B,C,D,E,I,J |
| **Andrew Castiglione**, *Bristol* | A,B,D,E,F,H,I |
| **Gary Thomson**, *Midlothian* | A,B,C,D,E,F,H |
| **Jon Olav Larsen**, *Norway* | A,B,C,D,E,F,G |
| **Mario Sioutis**, *Greece* | A,C,D,E,F,G,H |
| **Andrew Rutherford**, *Macclesfield* | A,B,C,D,F,G,I |
| **Ben Campion**, *Staffs* | A,B,C,D,F,H,I |
| **Ben Cook**, *Shoreham-by-Sea* | A,B,C,D,G,H,I |
| **Chris Constable**, *Devizes* | A,C,D,F,G,H,J |
| **Brett Slader**, *Australia* | A,B,C,D,E,F,G |
| **Craig Scotney**, *Leighton Buzzard* | A,B,C,D,G,H,I |
| **Dave Bloemer**, *Holland* | A,B,C,D,F,G,K |
| **The Terrible Twins**, *Banbury* | A,B,C,E,F,H,I |
| **Craig Silcocks**, *Trowbridge* | A,B,C,D,E,F,J |
| **Gard Mellemstrand**, *Norway* | A,C,D,E,F,G,I |
| **Andrew Taylor**, *Cheshire* | A,B,C,D,F,H,I |
| **James Cruickshank**, *Clackmannanshire* | A,C,D,F,G,H,I |
| **Tom Clarke**, *Bucks* | A,B,C,D,F,I,K |
| **Kevin Gilbert**, *Upton* | A,B,D,G,H,J,K |
| **Greg Duncan**, *Glasgow* | A,B,C,D,E,F,H |
| **Iain Dalby**, *Tyne & Wear* | A,C,D,E,F,G,H |
| **Brian Mulheran**, *Tyne & Wear* | A,C,D,E,F,G,H |
| **Dylan Foale**, *Devon* | A,B,C,D,F,G,I |
| **Davy James**, *Powys* | A,B,C,D,F,G,I |
| **Robbie Klijn**, *The Netherlands* | A,B,C,D,E,F,L |
| **Stuart Derbyshire**, *Bolton* | A,B,D,E,F,G,I |
| **Martyn Bibby**, *Cheshire* | A,B,D,E,F,G,H,I |
| **Christopher Smith**, *Surrey* | A,B,C,D,E,G,I,J |
| **Aidan Murray**, *Co. Cork* | A,B,C,D,F,G,H,I |
| **Chris Kerry**, *Essex* | A,B,C,F,G,I,K,L |
| **Matthew Weston**, *Nottingham* | A,B,C,D,G,H,I,L |
| **Chris Partridge**, *East Sussex* | A,B,C,D,F,G,H,I |
| **Matthew King**, *Bromley* | A,B,C,D,E,F,G,I,J |

# BRONZE Club

complete 3 challenges

| NAME | COMPLETED |
|---|---|
| David Maguregui, Wellesbourne | D,E,G |
| Daniel Brooks, Swindon | A,B,F |
| Ciaran Spence, Co. Antrim | A,B,F |
| Miles Fearnley, West Yorks | B,D,E |
| Joachim Clauwers, Belgium | A,D,F |
| R. Knapman, South Wirral | A,B,E |
| Stephen Durant, Bridgwater | A,F,I |
| Simon Bell, Co. Durham | A,B,F |
| Herman Valk, The Netherlands | A,B,G |
| Michael Gapper, Bristol | A,C,F |
| Riccardo Riboldi, Italy | A,B,E |
| Adam Norman, Nottingham | A,D,E |
| Nicholas Bec, Salisbury | A,C,I |
| Paul Coulson, Stamford | A,B,F |
| Sebastian Bond, Gloucester | A,D,G |
| Ioan Rees, Redditch | A,B,G |
| Nick Hadden, Co. Cork | A,C,I |
| Tom Richardson, Addingham | A,C,H |
| Robert Kloosterhuis, Holland | A,D,F |
| Gordon Scales, Nottingham | A,B,F |
| Ian Renyard, Ashford | A,B,F |
| Phillip Renyard, Ashford | A,B,F |
| Andy Howard, Cambridge | A,B,D |
| Remco Van Wingerden, Holland | A,B,F |
| Mark Odell, Derby | A,D,E |
| Thomas Suckling, Ipswich | A,D,F |
| Dylan Foale, Devon | A,C,I |
| Lee Robertshaw, Southampton | A,E,F |
| Ian Gore, Somerset | A,B,F |
| Graham Cookson, Kent | A,B,H |
| Dave Bloemer, Holland | A,C,F |
| Andrew Hannath, Swindon | B,D,F |
| Erwin Zeevaart, Holland | A,F,H |
| Steve Paget, Bonsall | A,C,D |
| Richard Whitham, Poulton-le-Fylde | A,B,F |
| Philip O, Herts | A,D,H |
| Benjamin Lo, London | E,F,J |
| Robert Lynch, Middlesex | A,B,D |
| Owain Brimfield, Isle of Man | A,E,F |
| David Newbrook, Staffs | A,D,F |
| Alex Schwassmann, Germany | A,F,I |
| Chris Partridge, East Sussex | A,C,F |
| Jonathan Townsend, Gwent | A,E,G |
| David Myring, Bristol | A,E,F |
| Ben Davies, Coventry | B,C,J |
| Matt Peck, East Sussex | A,D,E |
| Mark Rundle, Herts | A,D,H |
| Richard Sutton, Kent | A,B,I |
| Mark Walker, Bedford | A,B,F |
| Jonathan Davies, Coventry | B,C,J |
| Sandy McKenzie, Fife | C,F,H |
| Adam Khattak, Belfast | A,C,F |
| Matthew Kitis, Liverpool | B,C,I |
| Joe Cape, Stirling | A,C,D |
| Ewen Summers, Ayrshire | A,B,D |
| Joachim Clauwers, Belgium | A,D,F |
| David Holmes, Doncaster | A,B,F |
| Tom Wyatt, Staines | A,C,D |
| Ben Stevens, London | A,E,F |
| James O'Sullivan, Somerset | A,B,D |
| Keith Tannahill, Ayrshire | A,D,J |
| Jamil Yahyaoui, Belfast | A,B,D |
| Michael Achilles, Chingford | A,D,I |
| Jan Dehm Neves, Portugal | A,E,G |
| Ben Wakefield, Twickenham | A,B,D |
| Omid Elliott, Co. Tyrone | A,B,C |
| Nick Syrad, Reading | A,D,F |
| Patrick Laakso, Sweden | A,B,D |
| David Gibson, Fleet | B,D,H |
| Mark Underwood, Cumbria | A,E,I |
| Daniel Longstaff, Chigwell | A,G,I |
| Vincent Coyne, Galway | A,E,F |
| Raoul Smids, Belgium | A,B,G |
| Chris O'Riordan, Cornwall | A,B,E |
| Matthew Weston, Nottingham | A,C,D |
| Sandy McKenzie, Fife | C,F,G |
| Norman Glover, Cleveland | A,B,F |
| Alex Johnson, Sidcup | A,C,D |
| Damian Unwin, Soton | B,C,D |
| Daniel McCann, Glasgow | B,E,H |
| Chris Hinkley, Peckham | A,B,F |
| Gordon Willmott, Edinburgh | A,D,K |

| NAME | COMPLETED |
|---|---|
| Johan Brown, Grantham | A,B,D |
| Rod Bayliss, Australia | A,D,H |
| Russell Higgins, Shropshire | A,G,I |
| Wajahat Ali, Blackburn | A,C,E |
| Adam Bull, Leeds | A,I,K |
| Tormod Krogh, Norway | A,C,F |
| Remko Veenstra, Holland | A,F,G |
| Moe Aboulkheir, London | A,D,J |
| Oliver Bolton, Kent | A,C,F |
| James Garrity, Liverpool | A,B,E |
| Elidir Jones, Gwynedd | A,B,F |
| Alan Hooper, Weston-super-Mare | A,D,E |
| Steven Said, Australia | A,B,I |
| Alexander Filipowski, Warrington | C,F,J |
| Wayne Parkes, Cornwall | A,B,D |
| Joel Porter, London | A,E,F |
| Floryn Cleverens, The Netherlands | A,C,G |
| Martin Hunter, Edinburgh | A,B,E |
| Richard Holmes, Derbyshire | E,G,I |
| Alex Wood, Ipswich | A,B,D |
| Steven Astley, Wigan | E,F,J |
| Mike Hodzelmans, Holland | A,B,D |
| Michael Petch, Doncaster | A,B,I |
| Simon London, Norwich | A,B,C |
| Peter Campbell, Belfast | D,G,J |
| David Faggiani, Manchester | A,D,F |
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| Myles Giles, Huddersfield | A,D,I |
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| Adam Skeggs, Leicester | A,C,H |
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| Christopher Thompson, Co. Antrim | A,D,E |
| Plemis Luijnenburg, Holland | A,I,J |
| Chris Tate, Tyne & Wear | A,G,I |
| Manolis Kalaitzake, Cork | A,D,E |
| Neil Keery, Co. Down | A,B,E |
| Reuben Barker, East Sussex | A,C,D |

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| David Conroy, Lancaster | A,B,C |
| John Addis, Marlow | A,B,D |
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| Ben Duffield, Great Yarmouth | A,D,E |
| Rowan Sloan, Orpington | A,D,F |
| James Hulston, Manchester | A,D,H |
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| Gary Townsend, Norfolk | A,B,D |
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| Rodney McComb, Co. Londonderry | A,C,D,F,H,L |

GO! GO!

## challenge A — Super Mario 64

**What you must do:** Find all 120 stars.
**Proof:** Any picture of *Mario* with 120 in the top right corner.
**Helpful Tips:** The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.



## challenge B — Diddy Kong Racing

**What you must do:** Finish the game in mirror mode.
**Proof:** A pic of the save screen with Adventure 2 and 47 balloons.
**Helpful Tips:** Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.



## challenge C — Lylat Wars

**What you must do:** Finish the game with 1,500 hits or more.
**Proof:** A pic of the final hits screen or high score table with 1,500 hits or more.
**Helpful Tips:** Issue 8's free poster and the DGG + with issue 13.



## challenge D — GoldenEye 007

**What you must do:** Finish the game on all three settings.
**Proof:** A picture of the 007 mode's level editor.
**Helpful Tips:** The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



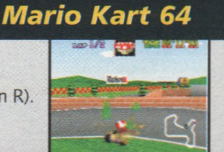
## challenge E — ISS64

**What you must do:** Finish all the scenarios.
**Proof:** A picture of the completed scenario screen (you'll need to do this with more than one picture).
**Helpful Tips:** Tips in issues 4 and 14.



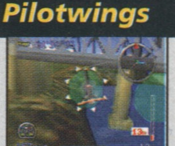
## challenge F — Mario Kart 64

**What you must do:** Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
**Proof:** A picture of the records screen or the title screen (hold down R).
**Helpful Tips:** Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.



## challenge G — Pilotwings

**What you must do:** Win Gold medals on every event.
**Proof:** A picture of the medal screen.
**Helpful tips:** There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.



## challenge H — Turok: Dinosaur Hunter

**What you must do:** Complete the Time Challenge Mode in under 3'00"00.
**Proof:** A picture of the final screen with the time clearly visible.
**Helpful tips:** None available.



## challenge I — Blast Corps

**What you must do:** Win a gold medal on Neptune.
**Proof:** A picture of the medal award screen for Neptune.
**Helpful Tips:** Tips in issue 8 and the Double Game Guide + on the front of issue 16.



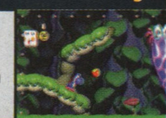
## challenge J — Wave Race 64

**What you must do:** Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
**Proof:** A picture of the records screen.
**Helpful Tips:** Tips in issue 2 and DGG + on the front of issue 14.



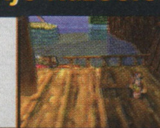
## challenge K — Yoshi's Story

**What you must do:** Score more than 34848 in the main game.
**Proof:** A picture of the final score screen at the end of the game.
**Helpful Tips:** The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.



## challenge L — Banjo-Kazooie

**What you must do:** Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
**Proof:** A picture of the game save screen – simple!
**Helpful Tips:** A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.



## challenge M — 1080° Snowboarding

**What you must do:** Score over 80,000 in the Contest mode.
**Proof:** A video of you doing it would be best, although we will accept a picture of the high scores record screen.
**Helpful Tips:** Issue 22's Double Game Guide + would be a good place to start.



## challenge N — F-Zero X

**What you must do:** Beat the Joker Cup on 'Master' setting.
**Proof:** Only a video will do for this one, we're afraid. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
**Helpful Tips:** Plenty of hints in issue 24's Double Game Guide +.



# the rules

NEW F1 WORLD GP AND TUROK 2 LEAGUES NEXT MONTH

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

## HOW TO... prove your achievements

### Taking photographs

*Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.*

### Taking videos

1. *Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' plug on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.*

## skill club 64 ENTRY FORM

**Hello there,** I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league. I include proof of my achievements in:

| | | | |
|---|---|---|---|
| | A Super Mario 64 | | H Turok |
| | B DKR | | I Blast Corps |
| | C Lylat Wars | | J Wave Race 64 |
| | D GoldenEye 007 | | K Yoshi's Story |
| | E ISS64 | | L Banjo-Kazooie |
| | F Mario Kart 64 | | M 1080° |
| | G Pilotwings 64 | | N F-Zero X |

Please send my badge and certificate to:

**Name** ....................

**Address** ....................

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*Use a photocopy of this form if you'd rather not cut your copy of* **N64** *Magazine.*






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| Top Gear Overdrive (NOV) | £55 |
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R4 RIDGE RACER TYPE 4

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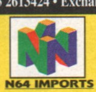


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# CONTACT



## FANZINES

● **N64** Magazine issue 1 for sale, £10 or open to offers. Ask for David on 0114 268 6073.

● The Golden Files: Everything about everything to do with *GoldenEye*. Over 100 pages. Authentic. Phone Joe Gordon on 0181 402 1036 (England). Will cost £5. Great!!

● Nintendo related magazines for sale. Retro and new. £1-2 each. Also multiformat mags – retro and new. £1-2 each. Call Sean on 0171 261 9295.

## HELP WANTED

● Hi, I'm an **N64** regular and I'm stuck on *Banjo-Kazooie* in Gobi's Valley. I'd like to know how to fill up the moat. Write to Ben, 2 McQueen Walk, Larkhill, Salisbury, Wiltshire, SP4 8RF.

● Please help! **N64** Magazine issue 1 plus video and in good condition £5. No pages missing. Write to Robert, 215A Oldham Road, Middleton, Manchester, M24 2LB.

● Wanted: Free gifts from issues 2-9 of **N64** Magazine. Cash waiting. Must be in good condition and able to deliver. Call Paul on 0151 722 8003.

● Help! I can't find the T.T. Door on *Diddy Kong Racing*. Tell Chris on 01767 692 391. Careful, you may have to leave a message!

● Please will you send me a picture of where the jiggies go in the secret puzzle game in Banjo's house on the 3rd upwards. Write to Stephen, 9 Town Head, Honley, Huddersfield, HD7 2BW.

● Help! How do you kill Trevelyan, on the Cradle, on 00 Agent level in *GoldenEye*? Ring 0116 233 0504.

● Information on any N64 clubs wanted! Will accept any clubs. Information or forms to join would be a great help. Contact Andrew McMillan, 11 Hilltop, Ballynahinch, Co. Down, N.Ireland.

● Help! Does anyone have issue 1 of **N64** Magazine in good condition with video. Will pay good money. Call Chris on 01623 451205.

## GAMES WANTED

● Wanted! *Kirby's Pinball Land* for Game Boy. E-mail: JDS@dial.pipex.com or ring 0131 669 4042.

● Wanted! *Mortal Kombat 4* and *GT 64* for N64. Phone 0162 87132.

● Urgent: Need USA *Mario 64* with box and instructions. Must be in good condition. Will pay £25 or less. Call Chris after 6pm on 0181 467 0454.

● Wanted: New games for £20-25. Send details to: 25 Pullman Lane, Godalming, Surrey, GU7 1XY.

● Desperately Wanted: *Yoshi's Story*. Will pay £20-25. Phone 01382 542867 and ask for Iain. Must be boxed with instructions.

● Wanted! Issue number 19 and 9 for a reasonable price. Please reply to Matthew on 01926 491122.

● *GT 64* wanted, good condition with instructions. £20. Tel 01270 568783. Ask for Graeme.

● Wanted: Full set of Super Play magazines, issues 1 to 47 and Sp Gold. Excellent price paid. Contact Aaron on 01242 890431.

● Wanted! SNES games: *Final Fantasy III* and *Chrono Trigger*. Must be boxed with all maps etc. Contact Aaron on 01242 890431.

● I need cheat books, manuals or anything else to do with *GoldenEye*. Also need back issues of **N64** Magazine. Good prices. Call Oliver on 0171 229 3256.

● Manga videos wanted, must be 18's, I will gladly pay £3.50. Call Aaron on 01923 330603. Please could someone try and get Golgo 13 the Professional.

● Wanted – **N64** Magazine issues 1-2. Plus video in good condition. Will pay up to £5. Call John on 0151 678 2985.

● *Blast Corps* wanted. Will pay up to £15. Call John on 0151 678 2985.

● I need Issue 1 of **N64** Magazine with video. Will pay £2. Phone Greg on 01360 310144 after 4pm.

● I want a Game Boy pocket with *Zelda* and *Donkey Kong* 1 and 2. Willing to pay £50-65. E-mail me at haringey17@aol.com or phone James on 0181 458 6602.

● Wanted – *F1 World Grand Prix* for £25. Phone Nick on 01656 707193.

● Wanted! NES in good working order with at least one *Zelda* game. Will pay up to £30. Call on 07970 431092 or e-mail jjeszka@aol.com.

● Wanted! Jap Super Famicom games. *Kirby's Tee Shot*, *Mario Picross*, *Paneru Gopon*, *Yoshi's Safari* and any 8-bit Famicom stuff. Call Rich on 01506 413559 after 6pm.

● Wanted! *Final Fantasy III* (US) for the SNES. Will pay up to £25. Call Francis on 01547 270092

## PENPALS

● 15-year-old female wants penpals of similar age. Male or female. I enjoy sports, music and, of course, N64s. Ring 0161 973 3955.

● 10-12-year-old penpal wanted. Must hate PlayStation and love *GoldenEye*. Write to Jon, 50 Rye Road, Hoppesdon, Herts, EN11 0HP. Or phone 01992 447532. P.S. I love Catatonia.

● 16-year-old male wants to hear from male or female of same age. Must like cricket and **N64** Magazine. Call Antony on 0114 284 6756 after 5pm.

● My name is Gary. I'm 12 and would like a female penpal of 11-12. My interests are swimming, rugby, N64, golf and football. Call 01247 463117.

● 10-13-year-old male penpal, likes N64 and hates GreyStation. Write to Martin, 27 Hill View Esh, Winning, Durham, DH7 9LD.

● 15-year-old boy wants 15 or 16-year-old girl for laughs and crack. Phone Jonny on 01693 772722.

● Penpal wanted – 11-13-year-old. interests must include James Bond and N64. Don't be shy. Send photo to 7 King George VI Drive, Hove, Sussex, BN3 6XF.

● Penpal wanted aged between 9 and 12 years for 10-year-old who loves animals, netball and the N64! Write to Stacie Easton, 6 Spring Gardens, Boroughbridge, N.Yorks, YO51 9EL.

● Penpal wanted. Female, aged 12-15 years must like the N64, PCs and music. Write to Michael Strand, 45 Westwood Crescent, Winton, Eccles, Manchester, England, M30 8DY.

● 9-10-year-old penpal wanted. Must love video games and football. Write to Shane Duane at Gortroe, Adrahan, County Galway, Ireland.

● Hi, I'm a 12-year-old boy. I am looking for a penpal. I don't care how old you are, you must just love Nintendo. Write to Yesse Wynen, Tempeliersdal 53, Haaren, Holland, 5076 CK.

● I need a penpal. Boy or girl, any age. E-mail me at bugbasher@hotmail.com. I like sport and N64 games.

● Penpal wanted! Girl aged 12-13 years, single, loves N64. If interested e-mail tridgway@wgs.cambs.sch.uk. Must be attractive, don't be shy babes.

● Female penpal wanted, aged 16-24, who likes video games and rollerblading. Reply to: Tim Faulkne, 199 Alma St, Radcliffe, Manchester, M26 4FX.

● Penpals wanted, must be females who like playing Nintendo 64 games. Ages 18+. Contact Neville on 01265 751029 before 6pm.

● Sting look-a-like, N64 and PlayStation penpal wanted. Photo if possible. Write to Nigel @ 13 Evesham Close, Bolton, Lancs, BL3 5AL. Age 30yrs.

## GAMES TO SWAP

● I have *Turok* and will swap for *GoldenEye* or *F1 World Grand Prix*. Contact 01424 219202 after 7pm (not on Wednesday) and ask for Adam.

● I'll swap *Shadows of the Empire* for *Banjo-Kazooie* or *WCW/NWO Revenge*. Please call Sumeet on 0181 518 2201 or 0181 554 2177.

● I will swap *NHL Breakaway* for *Buck Bumble* or sell it for £30. Phone Jonathan on 021 831833.

● *Dark Rift* and *Lylat Wars* with Rumble pak. Will swap for *Mortal Kombat 4*, *F1 World Grand Prix*, *V-Rally*, *FIFA 98* or *Mission: Impossible*. Must be in good condition. Ring Jordan after 5pm on 01502 585441.

● I'll swap *Mission: Impossible*, *Mario Kart 64* or *NHL Breakaway 98* for any other good game. *Mystical Ninja* wanted. Contact David on 01792 232750.

● *Duke Nukem 64* for sale, £30. Or swap for any reasonable game In good condition with packaging. Call Seamus on 091 595133.

● Will swap *FIFA 98: Road to the World Cup* for *Wayne Gretzky's 3D Hockey*, *Snowboard Kids*, *Blast Corps* or *Duke Nukem 64*. Call Joe on 01253 354848.

● My *GoldenEye*, *Turok* or *Mario Kart* for your *ISS '98*, *Mortal Kombat 4* or *Turok 2*. All good offers considered. Call Sam on 01943 830472.

● I will swap one of my N64 games for your Action Replay. Also *Turok* (US) for sale £10, *Snowboard Kids* (UK) £25. Call Joe on 01423 358753.

● Will swap *Yoshi's Story* for *WCW/NWO Revenge* or *Mario 64*. Please call Jack on 01635 278625.

● I would like to swap *Banjo-Kazooie* or *Forsaken* for the Action Replay card and memory pak. Excellent condition. Phone Daniel on 01670 815020.

● I'll swap *Snowboard Kids* for *Top Gear Rally*, *Mario 64* or *NBA Courtside*. Call Sean on 01768 483723. Not fussy about condition of boxes.

● I will swap *F1 World Grand Prix* for *Wave Race 64*, *Mission: Impossible* or *1080° Snowboarding*. Will also consider other offers. Call 0181 527 2104.

● Will swap my *Forsaken* for *WWF Warzone* or swap my *F1 Pole Position* for *Hexen*. Call 0131 665 8048 and ask for Ross.

● I will swap *Fighters Destiny* or *GT 64* for the best offer I get. Call Stephen on 0117 963 5833.

● Will swap *Snowboard Kids* or *Quake* for *Lylat Wars* or *Blast Corps*. Call Stuart May on 0181 505 2990. Thanks.

● Wanted: *Banjo-Kazooie* and *1080° Snowboarding* (PAL). Will swap: *ISS64*, *Mario Kart 64*, *World Cup 98*, *Pilotwings 64* or *Forsaken* (All PAL). Phone Paul on 0411 709787 (evenings).

● Will swap *Quake* for *Rampage World Tour*. *Quake* in brilliant condition with box. Please hurry. Call Michael on 01337 857689.

● Will swap *Snowboard Kids* or *Turok* for *WWF Warzone*, *F Zero-X* or *F1 World Grand Prix*. Or will sell for £25 each. Contact John on 01444 436803.

● Will swap *GT 64* for most games but not *GoldenEye* or *Banjo-Kazooie*. P.S. Anyone got issues 1-16 of **N64** Magazine? Will pay £5 for issue 1 + video. Phone James on 0181 517 4512.

● I will swap *Mario Kart* for *F1 World Grand Prix*. Call 01474 879573 and ask for Michael, or leave a phone number.

● I will swap *Turok* for any game. Phone first to make sure I will accept it. Call 01693 772722 and ask for Jonathan. Money will be accepted.

● Swap *DKR* (US), *Turok* (US), *Goemon* (US) for *1080°*, *WWF Warzone*, *V-Rally*, *Silicon Valley*, *Mission* or *Wipeout* (US or UK). Call David on 0171 272 6438.



● I'll swap *Mission: Impossible* for *WCW/NWO Revenge*, or any other decent game. Call Paul on 0181 462 9269 (after 5pm).

● Would anyone swap either *Lylat Wars*, *Bomberman* or *Wetrix* for *Yoshi's Story* (top condition), *Blast Corps* or *Pilotwings* (okay condition). Phone 01788 560210.

● Will swap *Super Mario 64*, *Pilotwings* or *Turok* for any decent games or will sell for £30 each. Call Darren or Henson on 0181 679 1006.

● I will swap my mint condition *Quake* for your Lamborghini or any other good game. Call 01487 842624 and ask for Ben.

● I will swap *Yoshi's Story*, *Mario 64*, *Mario Kart* or *FIFA: RTTWC 98* for *ISS '98*, *1080°*, *WCW vs NWO*, *Pilotwings*, *WWF* or *F1 World Grand Prix*. May consider other games. Write to Natalie, 269 Shieldhall Rd, Drumoyne, Glasgow.

● I'll swap *Mystical Ninja* for *GoldenEye*, *F-Zero*, *F1 World Grand Prix*, *Mortal Kombat 4*, *World Cup '98*, *WWF Warzone* or *Pilotwings*. Ring Richard on 01875 810682.

● Will swap my *Yoshi's Story* for your *1080°*, *GoldenEye*, *MK4* or anything else. Call Philip on 01704 822623 (weekdays 5-8pm).

● Will swap *Star Wars* or *Fighters Destiny* for *Goemon*, *Banjo* or any good game. Phone (Sunday) on 0141 401 3118 (PAL only).

● Will swap *Fighters Destiny* or *Blast Corps* for any good game. Phone Michael on 0161 445 6297.

● Will swap *GoldenEye* for *Mario 64*. Phone Lee on 0161 612 2948 (after 4pm weekdays, anytime weekends).

● Game Boy for sale. Will swap for *Mario 64* or *Banjo-Kazooie*. Phone Dave on 0411 368726.

● Game Boy for sale, all in good condition including three games. Will swap for *ISS '98* or *Top Gear Rally*. Phone Dave 0411 368726.

● Swap *Diddy Kong Racing* for *Super Mario* or *Snowboard Kids*. Phone Damien on 01255 222188.

● I will swap *Turok* for *ISS '98* or any good game. Call John on 0151 678 2985.

● Swap *WCW*, *Forsaken*, *GoldenEye* or *Fighters Destiny* for *Snowboard Kids*, *Goemon*, *F-Zero* or *Mission: Impossible*. Call Matthew on 0151 632 3633 or e-mail me at: popperkid@hotmail.com

● *Mystical Ninja* for swap. Offers. Call 01624 813630 and ask for Aaron.

● Will swap *Doom* or *F1 Pole Position* for either *FIFA 98* or *Turok*. Call Dan after 6pm on 01922 447967.

● I will swap my *Super Mario 64* or my *Shadows of the Empire* for your *WWF Warzone*. Call Preston on 01383 412819.

● I will swap *Mystical Ninja* for *GoldenEye* or *Yoshi's Story*. Call Paul on 01384 568852.

● I will swap *Diddy Kong Racing* (manky box but good conditon game) for *Blast Corps* or anything good. Call Ross on 01234 771835.

● I will swap *FIFA 64* for *Diddy Kong Racing*. Please ring Neil on 01846 612244.

● I will swap *Extreme G* for *Wave Race 64*, other swaps also considered. Phone Luke on 01705 641144. (Please call after 5pm.)

● Will swap *ISS64* for *WCW vs NWO*. Call Warren on 01438 747456.

● Will swap *Turok* or *Extreme G*. Ring Russel on 01603 717154 (not Sundays).

● Once in a lifetime opportunity. I will swap *ISS64*, an official grey controller and £5 for *WWF Warzone*. Phone Liam on 0181 640 0726.

● Will swap *Turok* or *Extreme G* in return for *Banjo-Kazooie*, *1080°*, *Wetrix*, *World Cup '98* or even *V-Rally*. Call Richard on 01276 475186.

● I'll swap *Fighters Destiny* for *Turok*, *World Cup '98* or *F-Zero* or sell for £25. Also wanted: Red official controller – will pay up to £17 for it. Phone David on 01444 244738.

● I will swap *Pilotwings* and £5 for *F1 World Grand Prix*. (Box is not in great condition.) Phone Nick on 01636 707193.

● Will swap *Blast Corps* (boxed with instructions) for *GoldenEye* (which doesn't have to be boxed with instructions). Phone 01753 861010 after 5pm (weekdays).

● I'll swap my *Mario* (perfect condition) for *Banjo*, *Lylat Wars* or *GoldenEye*. *Mario* with manual but no box. Games must be in perfect condition. Call 01753 644833.

● I'm willing to swap *Blast Corps* for any game scoring over 70%. Call Ross on 01896 752088 – if I'm not in, wait for the answering machine.

● I'll give you *Starfox* and *FIFA* for *Banjo-Kazooie*. E-mail Patrick at superboyp@aol.com

● Will swap *Yoshi's Story* or *Extreme G* for *Mystical Ninja* or *San Francisco Rush*. Please phone Elliott on 01276 507251.

● Will swap *Lylat Wars* (with box and instructions) for any good offer. Game must have box and instructions. Call Michael on 07912 688285.

● Will swap *Blast Corps* for *Banjo-Kazooie*. May consider another game or sell for £30. Ring Kye after 4.30pm on 01454 852635.

● I have *DKR* and *Super Mario* to swap for *Banjo*, *1080°*, *GoldenEye*, *Goemon* or *Silicon Valley*. Contact Matthew on 01524 241558 or e-mail petermccabei@compuserve.com

● I'll give you *FIFA 98* for *San Francisco Rush* or *Chopper Attack*. Must be PAL and boxed with manual. Call Niall on 0131 440 1364 between 4.30pm and 9pm

● I will swap *Blast Corps* for *Turok*, *Banjo-Kazooie*, *Mission: Impossible*, or *Iggy's Reckin' Balls*. Call 01543 271715 and ask for Adam (after 4pm only).

● I will swap *Yoshi's Story* for *Pilotwings*, *1080°*, *Buck Bumble*, *Top Gear Rally*, *Extreme G*, *Snowboard Kids* or *WWF Warzone*. Call Ben on 01232 711548.

● I'll swap *TGR* or *Extreme G* for *Snowboard Kids*, *MRC*, *F1 Pole*, *Hexen*, *Blast Corps* or *Lamborghini 64*. Call Bobby on 01592 758512.

● I'll swap my Action Replay (boxed) for any good game (boxed) or sell for £32. Call Nick after 5pm (weekdays) on 01342 810238.

● I'll swap *Killer Instinct Gold*, *GT 64* or *Shadows of the Empire* for any game that I think is reasonable. Call Ross on 01241 431172.

● I'll swap *Quest 64* (US) for *Turok*, *TGR*, *1080°*, *Body Harvest* or *Buck Bumble*. Will sell for £25. Call Richard on 01905 358731.

● I have *1080°* and *Snowboard Kids*. Will sell for reasonable price or swap. Call Daniel on 01234 404153. I will consider any games.

● Will swap *Wave Race* for anything good, namely *Banjo* or *Forsaken*. Anything considered. Please contact Ed at mccltd@aol.com

● Will swap *Diddy Kong Racing* for *F-Zero X*, *F1 WGP* or *V-Rally* and *Banjo-Kazooie* for *Turok 2* and *GoldenEye* for *Mortal Kombat 4* (with instructions). Call Adam on 0181 806 9386.

● I will give you my *Yoshi's Story* or *Mario* for your *Goemon*. Contact Jake after 4pm on 01993 891560.

● *Bomberman*, never used, unwanted present. Will swap for *Shadows* or *Chameleon Twist*. Phone Eric Jnr on 01360 770804 after 6.30pm. May consider selling.

● I will swap *Blast Corps* for *Mischief Makers*, *Wave Race*, *Extreme G*, *GoldenEye* or any other good game. You must collect. Call 01556 650477.

● Will swap *F1 World Grand Prix* for either *Chopper Attack* or *WWF Warzone* or £30 cash. Phone Mike on 01473 402109 (evenings).

● I'll swap *Rampage World Tour* for any game. Call Alex on 01622 717470.

● I'll swap *Yoshi's Story* for *Iggy's Reckin' Balls* or *Mission: Impossible*. Call Chris on 0171 370 4678 or e-mail cv98169@latymer-upper.org.uk

## GAMES FOR SALE

● *GoldenEye*, *Madden 64*, *Fighters Destiny*, *Wayne Gretzky's 3D Hockey 98*, all £30 (boxed). *Wave Race* (boxed but without instructions) £25. *ISS64* £20. Phone Manjit on 0181 570 6393.

● *Silicon Valley* and *Mission* £25 each, ono. Also *Blast Corps* £15 ono. Call Mike on 01795 477603.

● Selling: *Blast Corps*, *Turok*, *Mario*, *Rampage*, *Fighters Destiny*, *Pilotwings*, *Shadows of the Empire* and *Extreme G* £35 each or £270 for the lot. Call James on 01388 765742 between 9am and 4pm.

● *Bomberman 64*, *F1 Pole Position*, *Diddy Kong Racing* and *Top Gear Rally*, all boxed with instructions: £30. V3 Steering Wheel £40. Call Matt on 01892 669284.

● *WWF Warzone* £30, *GoldenEye* £25, *Mario Kart* £25, *WCW vs NWO World Tour* £20. All good condition. E-mail m.g.beckly@cms.salford.ac.uk

● *Diddy Kong Racing* in perfect condition. Bargain at £25 (buyer collects). Phone Richard after 5pm on 01925 711288.

● *ISS64*, *TGR* and *DKR*: £25 each or all for £70. Phone 0961 367794. All boxed with instructions and in excellent condition.

● *Zelda 64* £30, *F1 World GP* £25, *GoldenEye* £25, *Super Mario* £25, *Mario Kart* £20, *DKR* £20, *Mystical Ninja* £20, *Wave Race* £20, *Blast Corps* £20, *Yoshi's Story* £20, *Top Gear Rally* £20, *Extreme G* £15, *ISS64* £15, *Mischief Makers* £15. All good condition and boxed with instructions. Call Rony on 0181 573 0930.

● *Top Gear Rally* (UK), still boxed, £35. Call Craig on 01603 712609.

● If you give me £20, I will give you *Diddy Kong Racing*. Phone Shawn on 0151 280 0366.

● *Snowboard Kids*, *DKR*, *Extreme G*, *Bomberman* and *Tetrisphere* all for sale. £25 each, £110 for the whole lot. All boxed with instructions. Contact Lloyd Husbands on 01246 555410.

● *MK4* for sale, £35 excellent condition. Must come to collect. Write to Shamoon Hussain, 97 Kirkgate, Shipley, West Yorkshire, BD18 3LR

● *Mystical Ninja* for sale. Boxed with instructions £30. Phone Olly on 01225 859286 after 5pm.

● *Top Gear Rally* £25, *FIFA 98: RTWC* plus Memory pak £30. Call Aaron on 01846 638271.

● Sell *DKR* (US) £25-30, *Turok* 90% (US) £20-25, *Lylat Wars* 94% (UK) £30-35, *ISS64* 92% (UK) £20-30. Call David on 0171 272 6438.

● *Mario*, *Banjo* and *ISS64* for sale: £25-30 each. Might swap for good games. Phone Ali on 0181 204 8786.

● *Snowboard Kids* £25. Excellent condition and boxed or will swap for other games. Call Ashleigh on 01530 223033 after 5pm (weekdays).

● *Goemon* £30, *Turok* £15, *Mario Kart* £15 – all PAL and in mint condition. Phone Stuart on 01959 701360.

● For sale! Nintendo 64 (NTSC version). Brand new, never used – £45 ono. *Mario Kart 64* (US) £25. Call Paul on 01234 765581.

● *Banjo-Kazooie*, brill condition £30 ono. *Mario Kart*, brill condition £25 ono. Contact Justin Jones on 01707 391001.

● SNES with Superscope and two controllers. Lots of Superscope games. Six Mario games including *Mario Paint*, *Street Fighter*, *Micro Machines* £75. Ring Mike on 01634 235851.

● Find out where it all began! Large collection of NES carts for sale. Also Virtual Boy carts. Send SAE to N. Marshall, 11 Oaklands Rd, Groombridge, Tunbridge Wells, Kent, TN3 9SB.

● *Mario*, *DKR*, *Turok*, *Forsaken*, *Quake* and *Extreme G*. All £20 and all boxed with instructions in premium condition. Call Mark, after 4pm, on 0113 266 6105.

● *Mission: Impossible* £34 or swap for *1080°* or *F-Zero X*. Offers welcome. Call Dean on 01489 896548.

● *Lylat Wars* £22, *ISS64* £15. Both fully boxed and in good condition. Call Ben on 0181 840 8033.

● N64 plus two controllers, memory pak and two games: *F1 World GP* and *NBA Courtside*. Will sell for £120. Please call 01823 326618 after 6pm.

● For sale: *Wipeout 64* (US) mint conditon and boxed with instructions £45. Contact Dee on 0181 488 9959.

● For sale: *Tetris Attack* (US) for SNES. Still factory sealed £20. Contact Dee on 0181 488 9959.

● *Nagano Winter Olympics 98*, full working order, £30, or swap for *Duke Nukem*. Call Ben on 01872 260113.

● *Duke Nukem* and *Mission: Impossible* for £25 each. MakoPad for £10. Call Kyle on 0171 381 5698.

● *Banjo-Kazooie*, *Mario Kart* – both 90% games – £25 each. Call Roger on 01296 714367.

● *ISS64* for sale. Boxed and in good condition, only £25. Call Martin on 07979 602992.

● *Turok: Dinosaur Hunter* for sale £30. Will swap for *Forsaken* or *ISS '98*. Call 0114 268 6073 and ask for David.

● *Fighters Destiny*, great condition, boxed with instructions for only £20. Offers welcome. Call Paolo on 01707 375802. May swap for any other decent game.

● *Snowboard Kids* for £23 or swap for any good games. Call Jim on 0181 672 0419.

● Will sell *TGR* or *WCW vs NWO* for £30 each. Call Rory on 01353 276 1087. (Or will swap *TGR* for *MK4*.)

● MakoPad in mint condition, boxed as new. Call 01396 828895 and ask for Gavin.

● *NBA Courtside*, *Nagano Winter Olympics* and *Wave Race 64*, all boxed and in good condition. £20-30 each or will swap for any good game. Phone James on 0181 688 1552.

● *Yoshi's Story*, *Blast Corps*, *Shadows of the Empire*, *Mischief Makers* and others (all US) for sale. £20 each or will swap. Send fax to 00301 422 0111 and ask for Dimos.

● *Rampage World Tour*, *Mario 64*, *Turok*, *GoldenEye* and *Banjo-Kazooie* (all US versions) £20 to £30 each. Phone 01684 561713.

● Spook pad for sale. Will sell for any reasonable offer. Costs £30 normally.

In mint condition and with extra buttons. Call Jack on 01434 381193.

● *Duke Nukem 64* for sale, fair condition with manual and guide. Phone 01703 260629 after 6pm.

● *Banjo* £35 – first caller gets it. Ring Guy on 01404 815961 after 5pm.

● *FIFA '98: Road to the World Cup* £25, good condition (boxed). Call James or Paul between 4pm and 6.30pm on 01795 537690.

● SNES with Superscope 6, control pad and five games. Everything has clear instructions and in good condition. £50 ono. Phone 0161 485 2362.

● SNES for sale with *Donkey Kong Country 3*, *Killer Instinct*, *F-Zero* and six other games: £40. Call Martin on 01419 574185 before 7pm (weekdays).

● *Extreme G* for sale £25. Boxed and with instructions. Call Mark or Paul on 0161 336 3485 after 4pm (weekdays).

● Give me £20 for *Yoshi's Story* and I'll be your best mate. Contact Oliver on 01494 715474.

● SNES with Super Game Boy, *F-Zero*, *Pilotwings*, *Mario Kart*, *Sensible Soccer*, *Twin Bee*, *Street Fighter II*, *Jurassic Park*, *Magic Boy*, *Batman*, *Mortal Kombat*, *Road Riot*, *R Type*, *Plok*, *Tiny Toons*, *Dragon's Lair*, *Mystic Quest*, *Starwing*, *Zool* and *Killer Instinct*: £250. Call 01256 761980.

● *1080°* £30, *Turok* £20, *Extreme G* £20, *Blast Corps* £25, *Lylat Wars* £30, *ISS64* £25. **N64** Mags for sale. Call Phil on 01642 784613.

● *Quake* and *San Francisco Rush* £29.99 each or swap for any decent game. Also *Resident Evil 2* and *Nuclear Strike* for PlayStation £24.99. Call 01274 598006.

● *Yoshi's Story* £30, *Cruis'n USA* £25 or both for £50. Will swap for *MRC*, *Iggy's Reckin' Balls*, *Bomberman 64* or *Aero Gauge*. Ring Andrew on 0114 245 2419.

● *Mario 64* for sale. Only £25 with box and book. Phone Max on 01705 811156. I will also swap for *GoldenEye* or *F1 World Grand Prix*.

● Will sell *Goemon* for £35 or *Top Gear Rally* for £30. Both games for N64 and in good condition. Phone Sam on 0114 247 4702.

● Game Boy for sale with seven games – *Super Mario Land*, *Megaman II*, *Mystical Ninja starring Goemon*, *Mario & Yoshi*, *Kirby's Dream Land*, *Nigel Mansell's World Championship* and *Gargoyle's Quest*. Also including a Game Genie. Will sell for £25-35. Ring 01922 642455.

● *ISS64* with box and instructions, £25 ono. Call Errol on 01621 868463.

● SNES with *Star Trek/Wars*, *DKC 3*, *Mario Kart*, *All Stars*, *Mario World*, and three controllers. SNES and games (no boxes) £30 ono. Call 01975 562160.

● NES console/games for sale with cases. £4 with box or instructions, £3 without. *Duck Hunt* plus gun £8. Phone Mikey on 01258 455351.

● Issues 1, 3, 6, 10, 12, 13 and 14 of **N64** Mag. All in mint condition. Sit up and beg. Call 0836 569250.

● I will sell *Banjo-Kazooie* for £30 ono or will swap for *Mission: Impossible*. Call Lee on 01494 442986.

● *Forsaken 64* £30-35. Great condition. Three months old. Instructions included. Call Alex on 01386 725555.

● NES with seven games, two pads and zapper. Includes some of Rare's first ever games. Some boxes and instructions. £35 plus p&p. Call Joe on 01423 358753.

● *ISS64* (with box and instructions) for sale £20 or will swap for *Banjo-Kazooie*, *World Cup '98*, *Turok* or any good fighting game. Box not needed. Call Patrick on 01232 616727.

● *TGR*, *Fighters Destiny* and *San Francisco Rush* for sale. All boxed with manuals – £25 each. Phone Mike on 01473 402109 (evenings).

● **N64** Magazine issues 1-11 £30. Edge Magazine issues 1-60 £100. *Turok* (US) £15, *Starfox* (JAP) with Rumble pak £20. Phone Seth on 01286 871515.

● *FIFA World Cup 98* £30 ono. Great condition with box and instructions. Please call Toby on 01959 575546 (after 5pm).

● **N64** Magazine issue 1 for sale, good condition but unfortunately without video. Highest bid wins. Call Steve on 01803 875836 and leave an offer.

● *Zelda* £35, *GoldenEye* £30 and *Silicon Valley* £30. All are PAL and are boxed with instructions. Call 07970 418758 and leave your details.

● *Banjo-Kazooie* £30 or swap for *WWF Warzone* with manual. Contact 01963 23079 and ask for John.

● For sale! *Theme Park* £15, *Killer Instinct* £10, *Mickey Mania* £10, *Street Fighter* £7, *Wario Woods* £5 ono. All on SNES. Call Nick on 0161 491 3960.

● *Mission: Impossible* £30. Boxed with instructions, booklet and poster. Call Dan on 01778 394979.

● SNES for sale with 15 games including *Zelda*, *FIFA '97* and *Desert Strike*: £90. Telephone Patrick on 01238 510214.

● *F1 World Grand Prix*, one month old. £35 ono. Tel 01743 245686.

● For sale! *WCW vs NWO: World Tour* £25, *Banjo* £30 ono. Call Peter between 4pm and 9pm on 01236 531857.

● *Mission: Impossible* and *WCW vs NWO*. £30 each or £55 for both. Please call Cyril on 0171 235 7564.

● *Killer Instinct Gold*. Will sell for between £20 and £30. Call Paul on 0121 707 4347 (after 4pm, weekdays).

● *Goemon* – as new – only £20. Get it while it lasts! Got 90% in the review. E-mail me at phil9t8@hotmail.com or ring 01455 846100.

● *Yoshi's Story* £20, *Diddy Kong Racing* £20, *Starfox* (US) £30, *Wipeout 64* (US) £30, *Mystical Ninja* £20. All for £100. Call Garey on 01707 324631.

● *Lylat Wars* complete with Rumble pak. Big box in mint condition, unused: £35. Call Mike on 01543 257006.

● *Doom 64* £20, *Blast Corps* £20, *Mario Kart 64* £25, *GoldenEye* £30. All games come with boxes and instructions. Good condition. Phone Lewis on 01203 449728. Must collect.

● *F1 World Grand Prix* £35 and *Wayne Gretzky's 3D Hockey* £20. Both in good condition. Call Dan on 01798 343339.

● For sale! **N64** Magazine issue's 1-20. Includes all free gifts and tips books in perfect condition: £30. Call Brad on 01752 213126.

● N64 console, *GoldenEye*, *Mortal Kombat*, *F1 World Grand Prix* and *Wetrix*, 1Mb Memory pak and two official controllers: £200 ono. Phone Chris on 01874 730914.

Cut out and send

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- ☐ Games Wanted
- ☐ Games to Swap
- ☐ Fanzines
- ☐ Penpals
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**THE RULES**

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad.

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**N64 Contact, 30 Monmouth Street, Bath BA1 2BW**

# Club 64 DIRECTORY

**Stuffed into the following seven pages you'll find useful info on every N64 game ever released.**

## How it all works

**VIDEOGAME TYCOON 64**

**9%** **0**

Publisher ● Price ● No. of players ● Rumble pak ● Type of save ● Expansion pak ● Issue reviewed ● Reviewer (see opposite)



Whip the population into a frenzy! Send 'em wild with anticipation! Tease 'em until they're begging for mercy! Then vanish.

**TOP TIP** *It's your game, and you'll damn well make sure that everyone plays it by your rules. So if you think you can shift a million units, don't release more than 100,000. Treat 'em mean, keep 'em keen.*

*NEW! Yep, we reviewed some of the games in Directory almost TWO years ago so, whilst they might have deserved their mark then, they don't now. Hence the new Star Mark, which shows how we feel the game compares now. Out of five.*

*It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!*

*NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

*Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.*

*In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!*

**Know your reviewer**

| | |
|---|---|
| JA | James Ashton |
| JD | Jonathan Davies |
| MH | Marcus Hawkins |
| TW | Tim Weaver |
| WO | Wil Overton |
| ZN | Zy Nicholson |
| JS | Jon Smith |
| JN | Jonathan Nash |
| JB | Jes Bickham |
| TT | Tim Tucker |
| ME | Max Everingham |
| JP | James Price |
| SJ | Steve Jarratt |
| MK | Martin Kitts |
| MG | Mark Green |
| DM | Dean Mortlock |

## HIGHLY RATED

*Your at-a-glance guide to the highest-rated games in Directory.*




## UK Game releases

### 1080° SNOWBOARDING

**89%** **4** Nintendo ● £40 ● 1-2 players ● Rumble pak ● On-cart ● Issue 21 ● MK



Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through. Great.

**TOP TIP** *Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

### AERO FIGHTERS ASSAULT

**58%** **1** Konami ● £55 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.



**TOP TIP** *To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.*

### AERO GAUGE

**10%** **0** ASCII ● £55 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

**TOP TIP** *If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.*

### ALL-STAR BASEBALL

**84%** **3** Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.



**TOP TIP** *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*

### AUTOMOBILI LAMBORGHINI

**67%** **2** Titus ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW

Not bad, just competent. It'll pass a few hours but don't expect anything as lasting as *TGR*.



**TOP TIP** *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*

### BANJO-KAZOOIE

**92%** **5** Nintendo/Rare ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 18 ● JA



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.

**TOP TIP** *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

### BIO FREAKS

**76%** **3** GT ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.



**TOP TIP** *Disable blocking, and do nothing but shoot during the fight for a guaranteed win. • Hold Left on the D-pad and press Start to switch to first-person.*

### BLAST CORPS

**88%** **5** Nintendo/Rare ● £30 ● 1 player ● On cart ● Controller pak ● Issue 5 ● JS



Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

**TOP TIP** *Re-enter a race after 'doing' it to race against your very own ghost. • Blast Corps was Double Game Guided in issue 16.*

### BODY HARVEST

**91%** **5** Gremlin ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 22 ● TW



Brilliant alien shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles to pelt about in and the biggest worlds on the N64.

**TOP TIP** *Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Failing that, keep circling them.*

### BOMBERMAN 64

**50%** **1** Hudson/Nintendo ● £50 ● 1-4 players ● On cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.



**TOP TIP** *Collect all 100 cards and complete the game to open up a whole new hidden world.*

### BOMBERMAN HERO

**66%** **2** Nintendo ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

**TOP TIP** *Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.*

### BUCK BUMBLE

**70%** **2** Ubi Soft ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

**TOP TIP** On the D-pad push Left, Right, Up and Down and hold for two seconds. Then push Right, Right, Left and Left for infinite weapons.

## BUST-A-MOVE 2

**80%** **4** Acclaim • £40 • 1/2 players • Controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.


**TOP TIP** Press Left shoulder button, Up on the D-pad, Right shoulder button and Down on the D-pad on the title screen to open up Another World.

## BUST-A-MOVE 3

**82%** **4** Acclaim • £40 • 1-4 players • Rumble Pak • Controller pak • Issue 24 • MK

Except for a simultaneous four-player mode, this is *Bust-a-Move* as it's always been: completely simple but effortlessly good fun. Recommended.


**TOP TIP** If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

## CHAMELEON TWIST

**70%** **2** Ocean • £40 • 1-4 players • On cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.


**TOP TIP** If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.

## CLAYFIGHTER 63⅓

**24%** **0** Interplay • £20 • 1/2 players • On cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.


**TOP TIP** Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

## CHOPPER ATTACK

**81%** **3** GT • £50 • 1 player • Rumble pak • On cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!


**TOP TIP** On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.

## CRUIS'N USA

**24%** **0** Nintendo • £30 • 1 player • Rumble pak • On cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.


**TOP TIP** After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad for a minute and a severed head will roll by.

## CRUIS'N WORLD

**38%** **0** Nintendo/Midway • £30 • 1-4 players • Rumble pak • On cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.


**TOP TIP** To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?

## DARK RIFT

**69%** **1** Vic Tokai • £40 • 1/2 players • On cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.


**TOP TIP** Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

## DIDDY KONG RACING

**90%** **4** Nintendo/Rare • £40 • 1-4 players • Rumble pak • On cart • Issue 10 • JA



This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

**TOP TIP** For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.
• Double Game Guide + no. 1.

## DOOM 64

**77%** **2** GT • £25 • 1 player • Controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.


**TOP TIP** At the password screen enter 7TJL BDFW BFGV JVVB for a complete cheat menu.
• Tips in issues 3 & 7.

## DUAL HEROES

**50%** **0** Bitwave/Hudson • £30 • 1/2 players • Controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.


**TOP TIP** To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.

## DUKE NUKEM 64

**85%** **4** GT • £25 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.


**TOP TIP** Remember, the cocooned ladies can't be shot any more. They can only be released with the use of the handy 'open' button.

## EXTREME G

**87%** **2** Acclaim • £30 • 1-4 players • Rumble pak • Controller pak • Issue 9 • TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by *XG2*, *F-Zero X* and *Wipeout 64*.


**TOP TIP** Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.
• Guide in N64/12.

## EXTREME G2 (XG2)

**85%** **4** Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 23 • JB



The sequel to *Extreme G*, *XG2* is considerably easier to play, better to look at, and sports a vastly improved multiplayer mode. Nice.

**TOP TIP** You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.

## F1 POLE POSITION

**71%** **1** Ubi Soft • £25 • 1 player • Controller pak • Issue 71 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

**TOP TIP** Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

## F1 WORLD GP

**93%** **5** Nintendo/Paradigm • £40 • 1/2 players • Rumble pak • On cart • Issue 20 • JA



Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.

**TOP TIP** Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit. Change it to Pyrite or Chrome to access the secret cars.

## FIFA 64

**39%** **0** EA • £25 • 1-4 players • Controller pak • Issue 2 • TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

**TOP TIP** Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over

## FIFA 98

**83%** **2** EA • £30 • 1-4 players • Controller pak • Issue 10 • TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

**TOP TIP** Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. • Guide in N64/13 and DGG+ no. 3.

## FIGHTERS DESTINY

**86%** **4** Ocean • £50 • 1/2 players • Rumble pak • Controller pak • Issue 13 • JB



Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our *Tekken*. Well, for now.

**TOP TIP** Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.
• Check out the guide in N64/14.

# SCRAP-'EM-UP

*The beat-'em-ups we're still playing. We might not have a Tekken yet, but this five will do just fine for the time being.*



| | |
|---|---|
| 1 | RAKUGA KIDS |
| 2 | MORTAL KOMBAT 4 |
| 3 | FIGHTERS DESTINY |
| 4 | MACE: THE DARK AGE |
| 5 | BIO FREAKS |

# TOP OF THE FLOPS

*The five lowest marks we've used to batter the N64's most rancid games unconscious. Pray nothing ever plumbs these depths again.*



| | |
|---|---|
| 1= | MK MYTHOLOGIES 9% |
| | JEOPARDY 9% |
| 3 | AERO GAUGE 10% |
| 4 | PACHINKO WORLD 12% |
| 5 | WHEEL OF FORTUNE 17% |



GO! GO!

Club 64 DIRECTORY

# SUMMER SPORTS

*Summer not. Five of the finest sports sims available. Unless you really hate American sports, in which case ignore this chart and hold on for FIFA 99 (bleeeurgh).*




## FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • Rumble pak • Controller pak • Issue 16 • MK



A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

TOP TIP: At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in issue 17.

## F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • Rumble pak • On cart • Issue 22 • JP



The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Fast, strong and very, very long.

TOP TIP: Complete all four cups on all four difficulty levels to access the fifth, secret competition: a completely random track generator.

## GASP!!



47% 1 — Konami • £50 • 1/2 players • Rumble pak • Controller pak • Issue 22 • TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP: Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.

## GEX 64: Enter the Gecko



59% 1 — GT • £50 • 1 player • Rumble pak • Controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP: Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.

## GLOVER



83% 4 — Hasbro • £50 • 1 player • Rumble pak • On cart • Issue 21 • MK

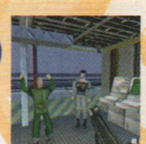
An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP: Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.

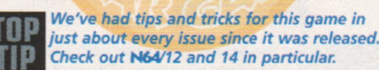
## GOLDENEYE 007



94% 5 — Nintendo/Rare • £50 • 1-4 players • Rumble pak • On cart • Issue 9 • TW



Brilliant levels, detailed scenery and a perfectly judged difficulty curve. It doesn't get much better than this.



TOP TIP: We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

## GT 64



67% 1 — Ocean • £50 • 1/2 players • Rumble pak • Controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP: Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.

## HEXEN



69% 1 — Midway • £30 • 1-4 players • Controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP: To activate the cheat menu, pause and press Top-C, Bottom-C, Left-C, Right-C very quickly. • In the cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

## HOLY MAGIC CENTURY



71% 3 — Konami • £50 • 1 player • Controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP: If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.

## IGGY'S RECKIN' BALLS



56% 1 — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 19 • MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP: Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.

## ISS 64

92% 4 — Konami • £30 • 1-4 players • Controller pak • Issue 3 • TW



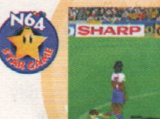
An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

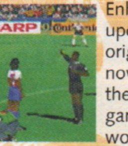
TOP TIP: For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

## ISS '98



92% 5 — Konami • £40 • 1-4 players • Controller pak • Issue 20 • MK





Enhanced and updated from the original game and, now more than ever, the finest football game in the whole world.

TOP TIP: Win the league to get yourself a whole new set of faces for the create-a-player mode. • Excellent challenges in N64/21.

## KILLER INSTINCT

62% 2 — Nintendo/Rare • £30 • 1/2 players • Controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*.

TOP TIP: To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.

## KNIFE EDGE



42% 2 — Nintendo • £30 • 1/4 players • On Cart • Rumble pak • Issue 24 • JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP: Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.

## KOBE BRYANT in NBA Courtside



90% 4 — Nintendo • £30 • 1-4 players • Rumble pak • Controller pak • On cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a very simple control system make *NBA Courtside* the best basketball game ever.

TOP TIP: Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.

## LEGEND OF ZELDA Ocarina of Time

98% 5 — Nintendo • £50 • 1 player • Rumble pak • On cart • Issue 24 • JB



Simply the greatest game ever created. Everything about it is utterly amazing. If you get just one game, you *must* get this one.

TOP TIP: Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 for more details.

## LYLAT WARS

91% 5 — Nintendo • £50 • 1-4 players • Rumble pak • On cart • Issue 8 • JN



Perhaps not as perfect as it could've been (it really needed a level select for instance) but another tour-de-force for Shigsy.

TOP TIP: Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.

## MACE: The Dark Age



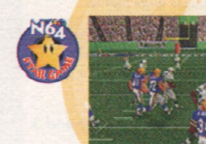
81% 3 — GT • £30 • 1/2 players • On cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP: Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.

## MADDEN 64

**92%** 3 — EA • £40 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TT



The first 64-bit outing for the Madden series is a resounding success. Impressive stuff, but it looks a bit dated compared to *NFL 99*.



**TOP TIP** *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

## MADDEN NFL '99

**88%** 5 — EA • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 23 • MK



The familiar *Madden* gameplay survives the move to hi-res and gains a play editor, a superb practice mode and hundreds of new options.

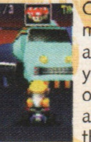


**TOP TIP** *Try entering these codes to access a few of the many hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK INTHEGAME, GEARGUYS.*

## MARIO KART 64

**91%** 5 — Nintendo • £40 • 1-4 players • Controller pak • On cart • Issue 4 • JD





Outstanding multiplayer modes and you'll still find yourself racing the one-player tracks long after you've beaten the game.



**TOP TIP** *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*
*• Complete guide in N64/4 and DGG+ 2.*

## MISCHIEF MAKERS

**90%** 4 — Nintendo/Treasure • £40 • 1 player • On cart • Issue 8 • JB



It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.



**TOP TIP** *Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.*

## MISSION: IMPOSSIBLE

**75%** 3 — Infogrames • £40 • 1 player • Rumble pak • On cart • Issue 19 • TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.



**TOP TIP** *Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.*

## MK MYTHOLOGIES

**9%** 0 — GT • £Too much • 1 player • Rumble pak • Controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.



**TOP TIP** *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

## MORTAL KOMBAT 4

**84%** 4 — GT • £45 • 1/2 players • Rumble pak • Controller pak • Issue 20 • JP

The best version of *MK* yet.

**TOP TIP** *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

## MORTAL KOMBAT TRILOGY

**34%** 1 — GT • £40 • 1/2 players • Rumble pak • Controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

**TOP TIP** *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

## MULTI RACING CHAMPIONSHIP

**71%** 2 — Ocean/Imagineer • £30 • 1/2 players • Controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

**TOP TIP** *To get the hidden cars without beating them, select one of the closed garages in vs mode, exit, and choose a one-player game.*

## MYSTICAL NINJA starring GOEMON

**90%** 4 — Konami • £50 • 1 players • Controller pak • Issue 14 • TW



There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

**TOP TIP** *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

## NAGANO WINTER OLYMPICS

**32%** 1 — Konami • £45 • 1-4 players • Rumble pak • Controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

**TOP TIP** *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

## NASCAR '99

**59%** 1 — EA • £40 • 1/2 players • Rumble pak • Controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

**TOP TIP** *When you get bored of driving round in circles, switch the game off and go to bed. That's livin'.*

## NBA HANGTIME

**52%** 1 — GT • £25 • 1-4 players • On cart • Issue 6 • JS

The problem here is that two-on-two basketball gets very boring, very quickly.

**TOP TIP** *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

## NBA JAM '99

**83%** 3 — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.



**TOP TIP** *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

## NBA LIVE '99

**64%** 2 — EA • £40 • 1-4 players • Rumble pak • Controller pak • Issue 24 • JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.



**TOP TIP** *By pressing the Right shoulder button during play, C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

## NBA PRO '98

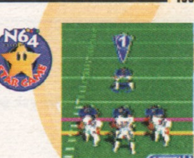
**71%** 2 — Konami • £40 • 1-4 players • Rumble pak • Controller pak • Issue 14 • JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

**TOP TIP** *Tap Up on the controller a few times to improve your chances of landing your free throws.*

## NFL BLITZ

**87%** 4 — GT • £45 • 1/2 players • Rumble pak • Controller pak • Issue 22 • MK



Arcade-style American football – and all the better for it. Fast unbroken play with plenty of scraps and a customisable Play Editor.

**TOP TIP** *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

## NFL QUARTERBACK CLUB '98

**86%** 3 — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

**TOP TIP** *Check out our comprehensive five-page guide to Yank-thrashing in issue 12.*
*• Full list of cheats in issue 19.*

## GOLDEN OLDIES

*These have been out for ages but we keep on coming back to them. If you want a game with staying power you need look no further.*






GO! GO!

## VALLEY VISTA

*Games with a view that'll take your breath away. Ooh, aah, lovely and all that.*






## NFL QUARTERBACK CLUB '99

**90% 5** — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays as good as it looks.

**TOP TIP** *To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.*

## NHL '99

**74% 4** — EA • £50 • 1-4 players • Rumble pak • Controller pak • Issue 22 • JP



Good ice hockey but not great ice hockey. Buy *Wayne Gretzky* instead.

**TOP TIP** *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

## NHL BREAKAWAY

**62% 2** — Acclaim • £40 • 1-4 players • Rumble pak • On cart • Issue 14 • DM



Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.

**TOP TIP** *Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

## NHL BREAKAWAY '99

**64% 2** — Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 24 • JB



Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.

**TOP TIP** *Catch those magic replay moments by zooming in on an individual with the D-pad.*

## OLYMPIC HOCKEY

**60% 1** — GT • £25 • 1-4 players • Controller pak • Issue 15 • MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

**TOP TIP** *Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

## PILOTWINGS 64

**89% 5** — Nintendo • £40 • 1 player • On cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout. Up, up and away.

**TOP TIP** *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

## QUAKE 64

**79% 3** — GT • £25 • 1/2 players • Rumble pak • Controller pak • Issue 15 • JP



Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

**TOP TIP** *Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.*

## RAKUGA KIDS

**80% 4** — Konami • £40 • 1/2 players • Rumble pak • On cart • Issue 22 • MK



The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

**TOP TIP** *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

## RAMPAGE WORLD TOUR

**54% 1** — GT • £45 • 1-3 players • Controller pak • Issue 16 • MK



This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

**TOP TIP** *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

## ROBOTRON 64

**75% 2** — GT • £50 • 1/2 players • Controller pak • Issue 12 • JN



An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

**TOP TIP** *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

## RUSH 2 Extreme Racing USA

**73% 4** — GT • £40 • 1-2 players • Rumble pak • Controller pak • Issue 24 • TW



You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

**TOP TIP** *Go to the Set Up menu and press L, R, Z and all four C-Buttons to bring up the cheat. Hold L, R and Z and press the C-buttons to activate the cheats.*

## SAN FRANCISCO RUSH

**82% 3** — GT • £25 • 1/2 players • Rumble pak • On cart • Issue 11 • TW



Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

**TOP TIP** *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

## SCARS

**79% 3** — Ubi Soft • £40 • 1-4 players • Rumble pak • Controller pak • Issue 23 • MK



Kind of like a futuristic version of *Mario Kart*. The four-player game is quite good, but there are several better alternatives out there.

**TOP TIP** *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

## SHADOWS OF THE EMPIRE

**78% 3** — Nintendo/LucasArts • £40 • 1 player • On cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

**TOP TIP**
- *Challenge points guide in issues 2 and 3.*
- *Ultimate cheat in issue 17.*
- *Double Game Guide + with issue 18.*

## SPACESTATION SILICON VALLEY

**91% 5** — Take 2 • £50 • 1 player • On cart • Issue 22 • MK




The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer-cum-adventure.

**TOP TIP** *On the 'monkey swinging' section on Jungle Doldrums, push the Jump button twice and you get extra distance on your leap. Handy!*

## SNOWBOARD KIDS

**86% 5** — Nintendo/Atlus • £40 • 1-4 players • Rumble pak • Controller pak • Issue 14 • JA

*Mario Kart* on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

**TOP TIP** *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

## STARSHOT Space Circus Fever

**68% 2** — Infogrames • £40 • 1 player • Rumble pak • On cart • Issue 22 • JP



Visually appealing, *Space Circus* is, nevertheless, a by-the-numbers 3D platformer that's been pre-dated by the much better *Banjo*. Pity.

**TOP TIP** *Pause the game and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A for the Warp mode.*

## SUPER MARIO 64

**96% 5** — Nintendo • £50 • 1 player • On cart • Issue 1 • ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *The Legend of Zelda*, this is truly superb.

**TOP TIP**
- *'20 most asked questions', N64/1, N64/2.*
- *Guides in N64/2, N64/3, N64/4, N64/5.*
- *Double Game Guide + no. 4 (issue 15).*

## TETRISPHERE

**69% 3** — Nintendo • £30 • 1/2 players • Controller pak • Issue 13 • SJ

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

**TOP TIP** *Type in the word VORTEX on the password screen, then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.*

## TOP GEAR RALLY

**86%** **4** Nintendo/Boss • £40 • 1/2 players • Controller pak • Issue 8 • JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.



*Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on issue 18.*

## TOP GEAR OVERDRIVE

**79%** **3** Nintendo • £45 • 1/4 players • Rumble pak • Expansion pak • On cart • Issue 24 • TW

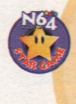
Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't. Dodgy 'jumping' and handling spoil the good stuff.



*Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Oh, and finish all seasons for the sixth, secret track.*

## TUROK Dinosaur Hunter

**91%** **4** Acclaim • £30 • 1 player • Controller pak • Issue 1 • TW





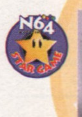
Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.



*• Type LKMBRD in the cheat menu and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK to get every other cheat.*

## TUROK 2 Seeds of Evil

**95%** **5** Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 21 • TW





A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase this winter.



*As soon as you access the shotgun, aim for enemies' heads in order to take them down quickly. Anywhere else and they'll keep attacking you.*

## TWISTED EDGE SNOWBOARDING

**60%** **2** Nintendo • £40 • 1/2 players • Rumble pak • Controller pak • Issue 24 • TW

Whilst *1080°*'s back at the lodge laughing its head off, *Twisted Edge* stumbles onto the slopes for a amateur snowboarding outing. Only competent.



*Watch carefully when the race begins. Just after the word "Go" disapears, press Up twice. If done correctly you should get a jump start. Nicely!*

## V-RALLY 99

**90%** **5** Infogrames • £40 • 1/2 players • Rumble pak • Controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PlayStation's best. Fast, furious and freaking hard, *V-Rally* is terrific.

**TOP TIP** *Score 100% in Arcade mode to get access to two sets of secret cars.*

## WAIALAE COUNTRY CLUB GOLF

**49%** **1** Nintendo • £40 • 1-4 players • Rumble pak • Controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.



*On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

## WAR GODS

**46%** **0** GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.



*To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

## WAVE RACE 64

**89%** **5** Nintendo • £40 • 1/2 players • On cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.



*To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

## WAYNE GRETZKY'S 3D HOCKEY

**75%** **3** GT • £25 • 1-4 players • Controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.



*For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.*

## WAYNE GRETZKY'S 3D HOCKEY '98

**70%** **3** GT • £25 • 1-4 players • Controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.



*Issue 11 featured a guide to two-player excellence in the original Gretzky. Funnily enough it also applies to this sequel. And Olympic Hockey too.*

## WCW/NWO REVENGE

**75%** **3** T•HQ • £50 • 1-4 players • Rumble pak • On cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

**TOP TIP** *During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.*

## WCW vs NWO WORLD TOUR

**70%** **2** T•HQ • £50 • 1-4 players • Rumble pak • Controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.



*Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.*

## WETRIX

**74%** **3** Ocean • £30 • 1/2 players • Controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.



*Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.*

## WIPEOUT 64

**88%** **5** Midway • £45 • 1-4 players • Rumble pak • On cart • Issue 23 • TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and it's incredibly challenging.

**TOP TIP** *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

## WWF WARZONE

**85%** **4** Acclaim • £50 • 1-4 players • Rumble pak • Controller pak • Issue 19 • MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode. Best wrestling ever.



*On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.*

## YOSHI'S STORY

**86%** **5** Nintendo • £40 • 1 player • Rumble pak • On cart • Issue 15 • TW





Surprisingly, a Nintendo game that lacks some ingenuity and longevity. But it's amazing to play and beautiful to look at.

**TOP TIP** *White Yoshi: Work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble.*

## RETRO WORLD

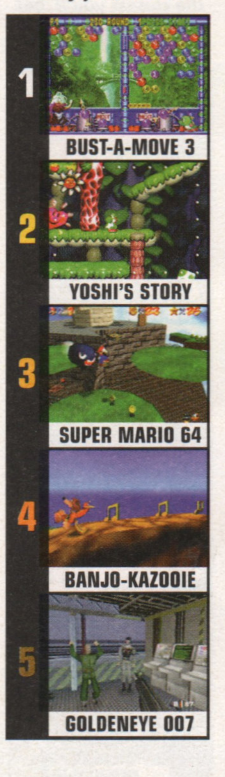
***Do you yearn for the days when games were real games? They were written in Basic, they took 10 minutes to load, and they crashed if you accidentally hit the 'break' key. But they were fun. These are the closest you'll get to old school games on the N64.***




GO! GO!

## ANDREA'S CHOICE

*The delectable Ms Ball's five favourite games. Cuteness is obviously more important to Andrea than the ability to take out her enemies from long range with a silenced sniper rifle. Only just, mind.*




# Import releases
**(not yet released in UK)**

### 64 O-SUMO
**90% 4** — Bottom Up ● 1/2 players ● Rumble pak ● Controller pak ● Issue 11 ● ME


Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

### AIR BOARDER 64
**62% 2** — Human ● 1/2 players ● Rumble pak ● Controller pak ● Issue 16 ● TW

Unusual and quirky but there's no proper objectives and no real challenge. Looks great, plays boringly.

### ART OF FIGHTING TWIN
**78% 3** — Culture Brain ● 1/2 players ● Rumble pak ● Controller pak ● Issue 12 ● DM

A simplistic beat-'em-up but with some charm. Given the lack of quality N64 fighters, not a bad proposition.

### AUGUSTA MASTERS '98
**47% 1** — T&E Soft ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

### BOMBERMAN B-DAMAN
**23% 0** — Hudson ● 1 player ● Rumble pak ● Controller pak ● On cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games. In Japan it's actually against the law to buy crap like this.

### CHORO Q 64
**56% 1** — Takara ● 1-4 players ● Rumble pak ● Controller pak ● Issue 20 ● MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

### DENRYU IRA IRA BOU
**65% 2** — Hudson ● 1/2 players ● Issue 12 ● JN

*Denryu* is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

### DEZAEMON 3D
**82% 4** — Athena ● 1-4 players ● Rumble pak ● On cart ● Issue 19 ● MK

A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.

### DORAEMON
**60% 1** — Epoch ● 1 players ● Controller pak ● On cart ● Issue 2 ● TW

A slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.

### FAMISTA 64
**68% 1** — Namco ● 1-4 players ● Controller pak ● Issue 11 ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

### GLORY OF ST. ANDREWS
**58% 0** — Seta ● 1-4 players ● On cart ● Issue 1 ● TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

### JANGOU SIM MAH JONG 64
**69% 1** — Video System ● 1 player ● Controller pak ● Issue 7 ● JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

### J-LEAGUE DYNAMITE SOCCER
**66% 1** — Imagineer ● 1-4 players ● Controller pak ● Issue 8 ● TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

### J-LEAGUE ELEVEN BEAT
**52% 0** — Hudson ● 1/2 players ● Controller pak ● Issue 10 ● TW

*Dynamite Soccer* was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

### J-LEAGUE PERFECT STRIKER
**89% 3** — Konami ● 1-4 players ● Controller pak ● Issue 1 ● TW


Konami prove their footballing dominance with a magical soccer sim.

### JEOPARDY!
**9% 0** — Take 2 ● 1-3 players ● Controller pak ● Issue 16 ● MK

Less a game, more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.

### JIKKYOU WORLD CUP '98
**91% 4** — Konami ● 1-4 players ● Controller pak ● Issue 18 ● TW


*ISS '98* in all but name, this Jap version boasts an official World Cup '98 licence.

### KING OF PRO BASEBALL
**68% 1** — Imagineer ● 1-4 players ● On cart ● Issue 1 ● TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

### LET'S SMASH
**67% 3** — Hudson ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

### MAH JONG 64
**65% 1** — Koei ● 1-4 players ● Controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

### MAH JONG MASTER
**69% 2** — Konami ● 1-4 players ● On cart ● Controller pak ● Issue 1 ● WO

More of a beginners guide than previous efforts. Heavy reliance on Japanese text makes it a bit tricky though.

### MAJOR LEAGUE BASEBALL
**74% 3** — Nintendo ● 1-4 players ● On cart ● Issue 18 ● MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

### OFF ROAD CHALLENGE
**21% 0** — Midway ● 1/2 players ● Rumble pak ● Controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

### PACHINKO WORLD 64
**12% 1** — Hewia ● 1 player ● Issue 13 ● TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

### POWER LEAGUE 64
**42% 0** — Hudson ● 1/2 players ● Controller pak ● Issue 7 ● JA

We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.

### POWER PRO BASEBALL 4
**54% 2** — Konami ● 1/2 players ● Controller pak ● Issue 3 ● TW

This went ballistic in Japan but we don't rate it as highly as *King of Pro*.

### POWER PRO BASEBALL 5
**78% 3** — Konami ● 1-4 players ● Controller pak ● Issue 17 ● MK

A tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.

### PUYO PUYO SUN 64
**80% 3** — Compile ● 1/2 players ● On cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

### SIM CITY 2000
**83% 3** — Imagineer ● 1 player ● Controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

### SOUTH PARK
**73% 3** — Acclaim ● 1/4 players ● Controller pak ● Expansion pak ● Issue 24 ● MK

Linear missions, horrific fogging and an average multiplayer – a waste of a good licence.

### STAR SOLDIER
**62% 1** — Hudson ● 1 player ● Rumble pak ● On cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

### SUPER ROBOT SPIRITS
**58% 2** — Banpresto ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

### SUSUME! TAISEN PUZZLE DAMA
**78% 4** — Konami ● 1-4 players ● Controller pak ● Issue 15 ● TW

Another N64 *Puyo Puyo* game, but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.

### TAMAGOTCHI WORLD 64
**79% 4** — Bandai ● 1-4 players ● Rumble pak ● Controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

### TOKON ROAD
**49% 1** — Hudson ● 1-4 players ● Issue 12 ● DM

The latest entry from Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.

### TRUMP WORLD
**21% 1** — Bottom Up ● 1-4 players ● On cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

### VIRTUAL CHESS
**76% 3** — Titus ● 1/2 players ● Rumble pak ● On cart ● Issue 18 ● TW

Just what your N64 has been waiting for – a chess sim…

### WHEEL OF FORTUNE
**17% 0** — Gametek ● 1-3 players ● Rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

### WONDER PROJECT J2
**55% 2** — Enix ● 1 player ● Controller pak ● Issue 1 ● WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.









You've got a Nintendo 64, right? It's a great console, with some of the finest games ever made. But there's much more out there to explore. There's PlayStation, Game Boy, coin-ops, and a whole world of PC games. *Arcade* covers it all. You should to.

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# Mightier than Nintendo 64?




# Sega's Dreamcast is here to kick ass.

***Arcade* takes a look at Sega's new 128-bit videogame system. Does it mean curtains for your Nintendo 64?**

Plus, in the third issue of *Arcade*:

- Nintendo's Shigeru Miyamoto, the creator of *Zelda 64*. Okay, so he made "the greatest videogame of all time", but he's got to be a loony, right? We find out.
- *R4: Ridge Racer Type 4* and every new game for every system reviewed and rated.
- Prepare to wince, flinch and possibly cry. It's videogaming's 50 most painful moments.
- Reviewed: *R4: Ridge Racer Type 4, Kensai Sacred Fist, Max Power Racing, Akuji the Heartless, Sensible Soccer '99, Tiger Woods 99, Monkey Hero, Pool Hustler, Dodgem Arena* and *Shanghai: True Valor.*






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# Back issues

If you've spent weeks locked in a darkened room playing *Zelda*, a trip to the newsagents could be the last thing you need. Fear not, order back issues here...

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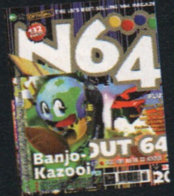




## ISSUE 19

**The Turok 2 Edition**

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's DGG + tipped *Yoshi's Story* and *Pilotwings*.



## ISSUE 20

**The Wipeout Edition**

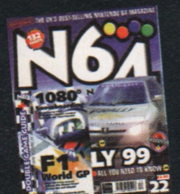
An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The Double Game Guide + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.



## ISSUE 21

**The Turok 2 Edition (again)**

Better than *GoldenEye*? That was the question we asked of *Turok 2*. Find out how it measured up here. We also reviewed *1080°* and tipped the fabulous *ISS '98*. ● *Forsaken* and *Mystical Ninja* appeared in the DGG + and we also gave away a complete *Mission: Impossible* playing guide and a console sticker worth £10!



## ISSUE 22

**The V-Rally Edition**

The World's first review of Infogrames' excellent racing game plus details of how to win a £10,000 rally car. 65 previously unseen *Perfect Dark* shots and huge reviews of the PAL version of *F-Zero X* and the rather superb *Body Harvest*. ● The Double Game Guide + tackled Nintendo's fabulous *1080° Snowboarding* and the sublime *F1 World GP*.



## ISSUE 23

**The Zelda Edition**

After three years of waiting, endless delays and months of anticipation *Zelda* finally arrived. So, how good is it? Plus huge reviews of *Wipeout 64* and *Extreme G2* and Team **N64**'s top tips for the games that should be filling your christmas stockings. ● Oh yes, we also gave away a rather special Christmas pressie – the **N64** Magazine Cart Rack™.



## ISSUE 24

**The Mario Edition**

Four new Mario games for 1999 – find out all about them here. Plus exhaustive *Turok 2* tips and the second part of our huge *Legend of Zelda* review. ● The Double Game Guide tipped future racer *F-Zero X* and the unusual but highly original *Glover*, and our second gift, the Nintendo 64 Compendium reviewed and rated every single UK release ever.

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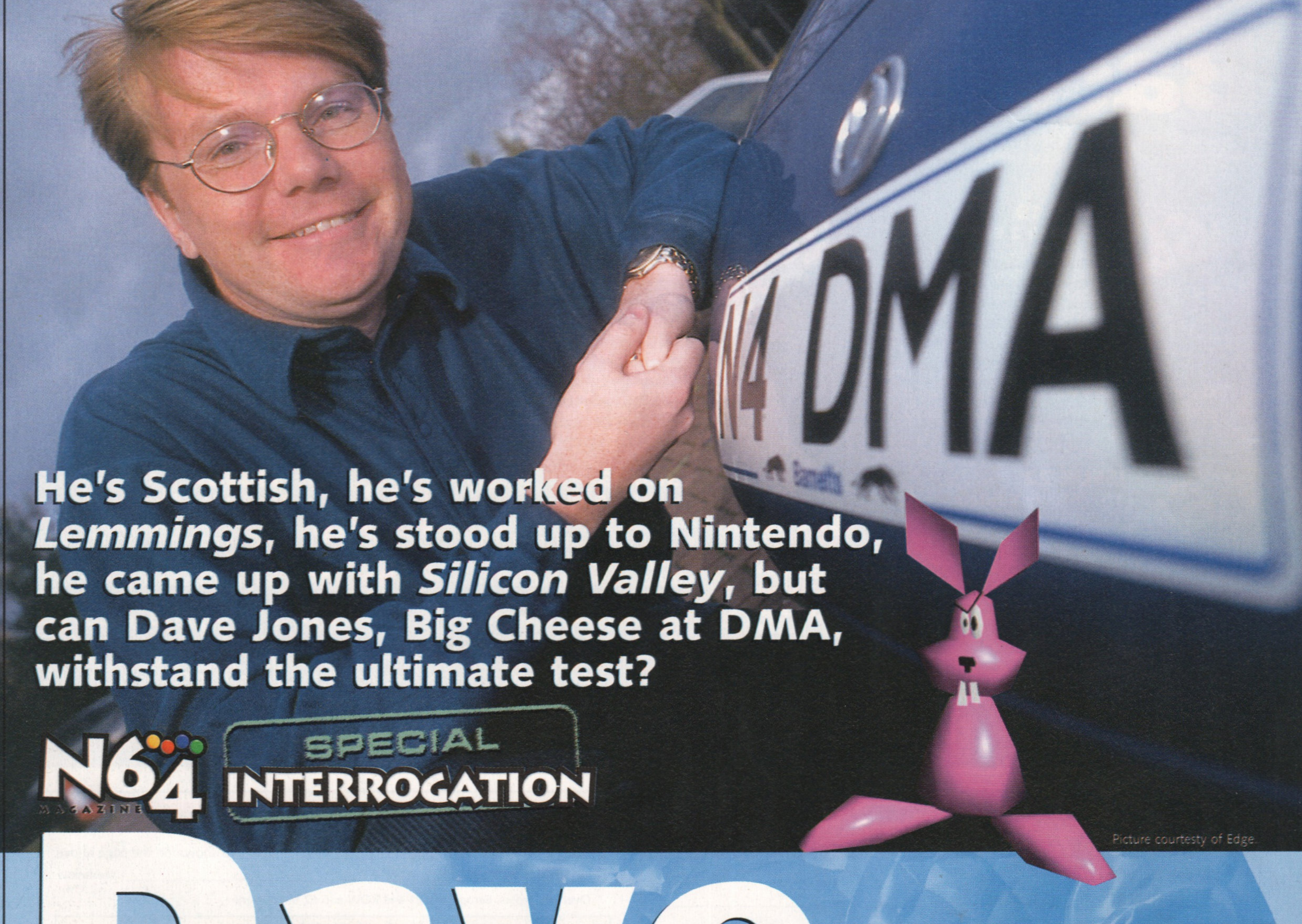
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**He's Scottish, he's worked on *Lemmings*, he's stood up to Nintendo, he came up with *Silicon Valley*, but can Dave Jones, Big Cheese at DMA, withstand the ultimate test?**

N64 MAGAZINE SPECIAL INTERROGATION

Picture courtesty of Edge.

# Dave Jones

## Creative Director – DMA and Gremlin

**N64: Reveal to us who you are…**
*Who? Well, I'm David Jones.*

**N64: Okay. Official job title?**
*Creative Director, DMA and Gremlin.*

**N64: Which means you spend your days doing what?**
*Basically, looking at the games we've got in development, and always trying to maintain a certain standard of quality. Also looking at new ideas, all the way from conception, right the way through to the finished game, trying to make sure the DMA philosophy is there.*

**N64: Philosophy? Sounds posh…**
*Not really. Our goal is just to fill a game with something fresh and original every time… and I've got to make sure that's happening.*

**N64: What have we seen you philosophising over, then?**
Menace, Blood Money, *the* Lemmings *series,* Walker, Hired Guns, Uniracers *(or* Unirally *depending on where you are),* Body Harvest, Silicon Valley *and* Grand Theft Auto.

**N64: There's some useful games in there. Would you say you've been pretty successful?**
*Well, we've never had anything bad written about the games that we've done and I think we're all very proud of that. Basically, we've managed to maintain a quality level, and it's great that no one's ever said: "Unfortunately, this is a rare poor game from DMA."*

**N64: And how much input do you actually *have* these days?**
*As much as is needed, really. But, it's mostly at the start, when we're coming up with ideas, that I'm involved. I try to make sure that we are offering the player something different and that there is something exciting about each game we start. From there, it's up to the teams, and I'm just there in the background, really, offering some suggestions, advice and trying to make sure that the quality level is there.*

**N64: Quality is obviously very important to you…**
*Definitely.*

**N64: So, how much quality do you think is out *there*?**
*For me personally… not a lot. If you look at games for the PC, N64 and PlayStation, you can probably count on the fingers of one hand the games you're really looking forward to. And when you think about how many thousands come out… it's a little bit sad, that.*

**N64: Why do you think that is?**
*The games scene has been going for a long time now, and people are used to playing games. In the early days, everything was a new experience. And, like the first time you had a steak or something, it was absolutely great. But, after a few years, your palate changes, and you want to try something new. And it's very hard, pushing for new ideas that haven't been tried. I look out for something that's brand new. Something that will give me a new experience, but they're few and far between…*



*The luminescent Dave Jones. His company made Body Harvest and Silicon Valley. Listen to him.*

**N64: Is that why so many games fail? Lack of new ideas?**
*There's a lot of pressure from everywhere, basically. In this industry, you see a lot of pressure from publishers, a lot of pressure from managers and a lot of pressure from project managers. They want to get their games done. I feel there's not enough pressure going back the other way. As a Creative Director, my job has always got to be pushing back as hard as 'they' are pushing forward, because you have to meet in the middle. If you don't meet in the middle, then normally things just don't happen; you see things cut and things get sacrificed. It's attention to detail: you're crafting something, and all the time you need to fight tooth and nail to make sure it's as good as you can make it. A lot of people seem to give up around three quarters of the way through a game's development, losing their momentum and drive. These games can go on for two or three years, and it's hard to keep people motivated for that long. That's why you've got to have someone there championing what everyone's doing, wringing every last drop of creativity and hard work out of the teams.*

**N64: How did you reach this lofty position, then?**
*Well, I just did programming for fun, at first. I was self taught. I learnt how to program on the ZX81, in BASIC, then I got into machine code and Assembler when the Spectrum came out. And that really was just through books, and my friends were doing it as well so we all got together and tried things out. We showed each other what we could do.*

*Then, I got an Amiga when it first came out, and there weren't any games for it, and I thought I'd have a go at writing a game. It was a great machine at the time.*

**N64: So, what was your first game?**
*My first one was on the Amiga, a game called* Menace. *It was a shoot-'em-up. At that time, people were playing things like* R-Type, Salamander *and all the other good games in the arcade, and I thought I'd do something fairly straightforward. And that's all it was, just a good, old fashioned shoot-'em-up on the Amiga.*

**N64: How did you get it published?**
*I got it to the state where it was around 60 or 70 percent finished, and then took it to the PC World show, which was like a really early ECTS. It was a big show, with loads of PCs and stuff. But, there was a big games section, and I just had a chat with a few of the publishers there, companies like Hewson, Psygnosis and a few others that aren't around any more, and I ended up going with Psygnosis.*

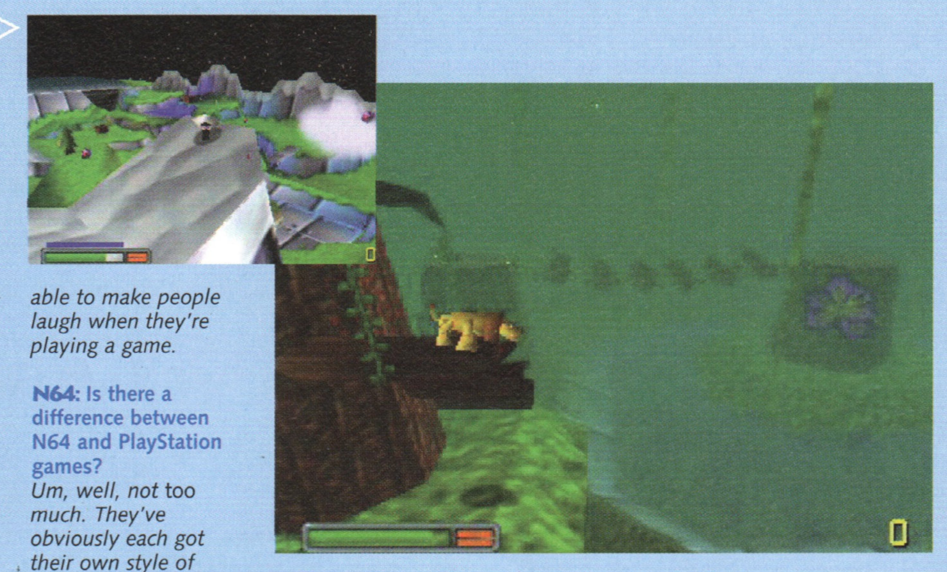
**N64: Did it make you loads of filthy cash?**
*It probably made me about ten to fifteen thousand pounds, which was good, as I was a student. It took me just over a year to finish in my spare time, just myself and one artist, who sent me stuff through the post. He was down in Kent. He'd send me some disks every couple of weeks with some graphics on. It was quite a small process in those days…*

GO! GO!





**Body Harvest.** *It's fantastic. And it came from DMA.*



Silicon Valley. Made by DMA. And again, it's absolutely smashing.

**N64: Things are a little more difficult these days...**
Well, these days, potential programmers have to pick an area. It's very hard for them to get control of a whole game. Which is a bit of a shame, because they don't get an all-round grasp of the whole game process. So yes, it is a bit more difficult. Systems these days are much more complex. You could learn pretty much all there was to know with a Spectrum in a couple of months, and you could do everything yourself. But now you've got large operating systems, and PCs, and it takes a hell of a lot of work just to get some simple graphics up on screen.

**N64: What would be the best way for a new generation of games designers to get started?**
There'll be a few new packages coming along where you can create 'prototypes'. You can get things like Unreal level editors these days, and Quake maps. So if you want to prove yourself design-wise, they're a good place to start. From a programming point of view, you've got to pick an area of a game, and prove that you can do something a bit different. And special.

**N64: If you only had to concentrate on one thing in a game, then what would it be?**
For me, it's all about an 'atmosphere'; creating something that people believe in. We're doing a game called Wild Metal Country, and when you're playing that you actually feel as if the robots are alive. They're in the environment you'd actually believe they would be in. When you sneak up on them, you can see that they can hear you. I think it's really nice when you can create that sort of atmosphere in a game. People become much more involved. And comedy's very hard to do in a game, but if you get that right, it opens so many more doors for you. It's great to be able to make people laugh when they're playing a game.

**N64: Is there a difference between N64 and PlayStation games?**
Um, well, not too much. They've obviously each got their own style of game, and in some respects it's dictated by who bought the machine. I think Nintendo did aim younger, and publishers were a bit wary writing for that market. Sony aimed higher and their games tend to be aimed at an older audience. As time goes on, both machines get into more and more hands, and it becomes less of an issue. People will do all sorts of games for both machines.

> **"That's the great thing about games. You can do things that you wouldn't dare do in real life, or that you'd like to try out but can't."**

**N64: So, there's not much difference between working for Sony and working for Nintendo?**
No, I wouldn't say that. On the PlayStation, I think you can afford to be a little bit... 'cheaper'. If that's the right word to use. See, the Nintendo model, as far as publishing is concerned, is still very risky. Nintendo set the quality threshold so high with their own games. Everybody has to spend a lot more time and effort, I believe, on a Nintendo 64 game. On the PlayStation... you don't really have to do that. I mean it shouldn't be like that, because you should make the effort anyway. But you have to do it with Nintendo, because of Nintendo. Not because they say you have to do so, but because of the games they come out with. You expect, and we expect, Nintendo 64 games to have those extra details, to be so polished, to offer such refined gameplay and everything. On the PlayStation, as I said, you can get away with less. It's as simple as that. It's all down to Nintendo, and Sony don't have that because they don't have the same kind of standards yet with their internal games.



Dave Jones acknowledges a fevered crowd during his 20-minute solo spot live at Budokan in '78.

**N64: What's been your favourite gaming moment on the N64 so far?**
That's a hard one. It's... probably the first level on GoldenEye. Remember what I said about atmosphere? I thought GoldenEye was fantastic because it brought a new style of game to the machine. I'm 33 years old, and there are only so many 'younger' games that I want to play. I mean, I do like them, but at the same time I do want a wide variety of games. But as soon as I sat down with GoldenEye, I thought: "This is nice. This is aimed a bit higher." They managed to capture the atmosphere of what is a great series of films and a great character. When you think of the number of successful film licenses there have been... it just doesn't happen. It was a great license, and a great game, and on the Nintendo 64. When you were playing the first level, you were thinking: "This is going to be really, really good." It really pulled you in, and you were thinking: "I'm really looking forward to playing this now."

**N64: Which N64 games have you played from start to finish, then?**
GoldenEye on the Easy level, which doesn't really count as you don't get to the end, and Mario. And Zelda, soon. That's all I want to do. Just sit down and finish Zelda.

**N64: Are you a *Diddy Kong Racing* or *Mario Kart* man?**
Mario Kart. Probably because it has a simpler structure to it. It's nice that it's a follow-on from the SNES version, so you're already used to most things. Diddy Kong was nice, as it brought new elements into the game style, but if I want to play a racing game, I'd rather have something 'pure' like Mario Kart.

**N64: Aaaand finally, what's your ultimate ambition for a DMA game?**
I think, really, it's just to build a world – going back to atmosphere, again – that's so realistic, it looks like real life. And we then go in and change the rules. That's the great thing about games. You can do things that you wouldn't dare do in real life, or that you'd like to try out but can't. I want to build a world where players can sit down, and think: "What would be fun?" In the long term, that's what we want to try and build.

# Tired? Listless?

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# Coming soon in...




## JET FORCE GEMINI

The first big game of 1999. Will it be as brilliant as it looks? What's that cute little dog got to do with it? And will Rare really show us it in time for the next issue? All these questions answered fully next month.

### A brand new section in N64 Magazine

That's right, an all-new 16-page segment to your favourite magazine. We could tell you what it's going to be about, but then we'd have to kill you...



## Tipped!

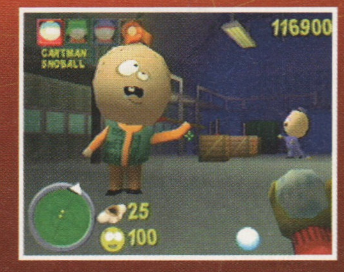
### The Legend of Zelda

More exclusive secrets from the N64's greatest game. Plus! Send us your tips and Ocarina tunes.



### South Park

Not the most complicated of games, but definitely one of the funniest. Beat even the toughest bits with N64 Magazine.







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# Michael Owen's World League Soccer

This month we'll definitely have the latest on the football game that might at last challenge *ISS* for soccer supremacy. We might have some more info on *FIFA* as well.



# Reviewed!

GOEMON 2 · ALL STAR TENNIS · SUPERMAN





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## On sale Tuesday 23rd February

- First news on loads of new N64 games
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# Free!

Another great Double Game Guide + heads your way on the cover of issue 26. Don't be fooled by feeble imitations – stick with the finest N64 tips book in the world.




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The page where – spelling mistakes permitted – anything can happen.

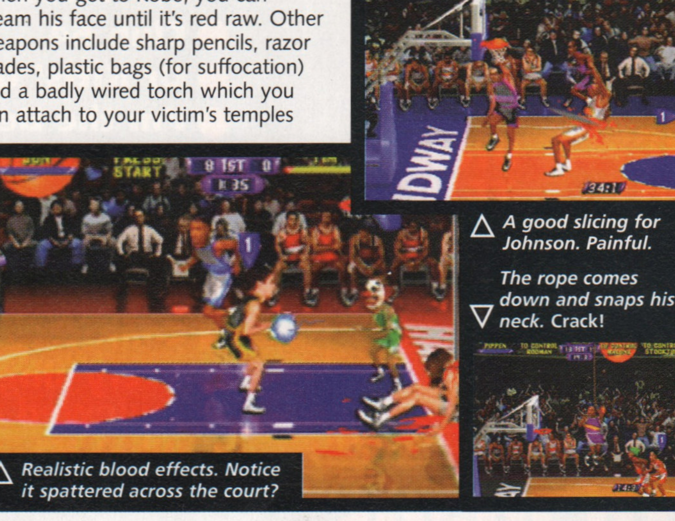
# What if...

"In the States, you only have to have that NBA word in your game name and you've shifted a million units", explains *Hangingtime* producer Leroy Coolak. "It's crazy. We wanted something more in *Hangingtime*, particularly so European N64 owners could also enjoy it. I mean, let's be honest, most of the time Europeans would rather die than play a hoop game. And, frankly, I don't blame them. Basketball's the most boring sport... oh, is this thing on?"

Which is where *NBA Hangingtime* comes in. Whilst there's the normal rosters of players and teams to choose from and the action and objectives are fairly run-of-the-mill, things change once you've lost a game. Leroy explains: "When you start, you choose a star player from one of the NBA teams, and that's who produces all the 'flair' moves and one-liners during the game. Dennis Rodman, for example, shouts, "Rod almighty!" when he scores. (Laughs) However, he's the one that takes ultimate responsibility too, because, if your team loses, the other player, CPU or human, gets to execute him in a variety of ways. (Laughs)"

So, how do the executions work? "Well, say your opponent has taken control of Kobe Bryant and the LA Lakers lose a game, a menu will then place. There'll even be spittle effects! We weren't allowed to show the bowels giving way, though. (Laughs)"

Spoktak have created some controversy with their fifth, freeform option, though. Leroy explains: "In freeform, you basically give the basketball player a 30 second head start, then the game turns first-person and you must hunt him down. You don't get specific weapons, you find your own. So, there might be a steam iron lying about and then, when you get to Kobe, you can steam his face until it's red raw. Other weapons include sharp pencils, razor blades, plastic bags (for suffocation) and a badly wired torch which you can attach to your victim's temples



△ Hanged! Can't expect to get away with losing in this game.

△ A good slicing for Johnson. Painful.

The rope comes down and snaps his neck. Crack! ▽

△ Realistic blood effects. Notice it spattered across the court?

| NBA Hangingtime | | |
|---|---|---|
| GT | | |
| UK | March | 1-4 |
| US release March | | |



# NBA Hangingtime

## court sentence

come up with five options for you to choose from: hanging, gasing, shooting, electrocution and freeform. (Laughs) We've created each variation of the death sentence incredibly precisely. (Laughs) I mean, if you manage to get someone in the liver when you choose shooting, his blood will be black, while, during a hanging (Laughs), your opponent's neck will snap in *exactly* the right and then make their brains explode inside their head! (Laughs) It (Laughs) really is (Laughs) very gory. Nintendo haven't seen it yet. But, we expect they'll be all for it. (Laughs) I mean, *Mario* carried subliminal messages that encouraged kids to kill. At least *Hangingtime* doesn't fanny around. If you'll excuse my French! (Laughs)"

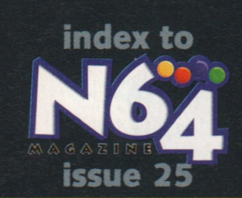
*NBA Hangingtime* will be released in March.



△ Nice shot! Got him right in the back.

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index to



issue 25



**This issue on sale 28th January**
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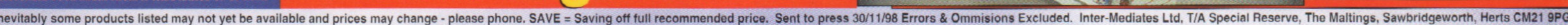
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# N64 MAGAZINE

**25** FEBRUARY 1999

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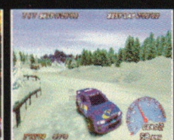
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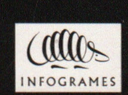
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*"It is a game that Nintendo owners have been crying out for."* Total Control

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